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### SHIELDS

Defensive powered. Cooldown: Power level: 90 percent green.



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3D LUNATACTACK

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## CBM 64

43 A huge stack of new games means exhilarating hours PCG fun.  
47 Type in Cology and find out how to lose the coming onslaught

## SPECTRUM

33 Great for free time most weeks with this danger-infused listing  
34 A hot called 'readme' - its really just a link



## BBC

73 The only BBC option is our Guide to the Month  
64 Details along with an exclusive program you can enter



## VIC 20

88 Give the vic a good old-fashioned listing  
62 Enough "look out for the VIC" video games

## 36 CHESS CHAMPIONSHIP

We play 11 chess programs against each other and name the winner

## 45 GAME REVIEWS

Page after page of them together with scores, pros and cons and detailed ratings

## 77 ORIC HIT

A good new game in which you fly in the recesses of space

## 110 COMPETITION

Who's on top? A list of 50 games that you make. We've got five to go away!

## 119 DRAGON CLASSIC

Single adventure is the theme of the Super Dragon 32 game

## REGULARS

Open for 24 hours, we've got you covered for every need! It's all here, all yours!



### NOTICE BOARD 19

Let us know if you've got any news or information to share with the PCG community



### Q&A 20

Submit your questions and we'll do our best to answer them for you



### BYTE-BAG 27

Keep up to date with the latest software news and information



### FINAL CONFLICT 28

Learn all about the latest PCG news and information



### SCIENTIST 45

Find out about the latest PCG news and information



### PROGRAM LIBRARY 68

Find out about the latest PCG news and information



### CHALLENGE GAMES 100

Test your skills with our special PCG challenge games



### ADVENTURE WORLD 104

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### COMPETITION 110

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### PCG HOTLINE 115

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### GAME DAY 120

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### BOOK TEST 122

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# Personal Computer

June 1984  
75p

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## Dear Readers

As you well know, computer games are just about the world's greatest delight. Why? Because they're so darnably impressive. The pictures are so real the challenges get ever more intense, ever more exciting. Will this continue? You bet.

Some people think it won't. They say that with a new generation of ultra-fast 16 or 32-bit computers with such memories flood the lower price market, computer games will stay where they are.

Oh, but they're forgetting the superiority of programmers. Take the Spectrum. It was launched way back in 1981, but it's only recently that it's been popular in being made and with games like *King Mac* and *Jet Set Willy*. Why aren't four months it's capable of?

As for the other big selling machine, the Commodore 64, we have no doubt that despite the avalanche of amazing games already available for it the best is yet to come.

We doubt if we'll be doing before a new home computer flops like the last - particularly, there aren't really been a major success since the 64's release over a year ago. When it comes to driving a new generation of games on its!

But sources of exciting machines need have no fears. The astonishing ability of today's games programmers will ensure a continuing stream of ever more brilliant creations to keep you entertained for years to come. And we'll be telling you all about them.

*Chris Anderson*

## WINNING RIDDLES

Can you tell me what's the difference between your favourite board game and a computer? (The fact that you can't win it.)

What's the best way to win a game of chess? (To win it.)

What's the best way to win a game of chess? (To win it.)

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What's the best way to win a game of chess? (To win it.)

What's the best way to win a game of chess? (To win it.)

What's the best way to win a game of chess? (To win it.)

The other winners are:





# AMSTRAD ARRIVES

## Spectrum games for 64

Considered 64 games should soon be able to load and run Spectrum software on their machines.

Video Visit International are bringing out the Core module loader for £12.95. Once loaded into your machine it enables the familiar operating system and allows you to run your favourite Sinclair games.

That means you could soon be playing the likes of *Arif Alric*, *Fighter Pilot* and

*Starline*, as your 64. The system works on 95% of Spectrum games, claimed Mr Neil Kiffin of Video Visit, but exact details of the program's performance were not available at the time of going to press.

Programmed by an employee of IBM, the loader took a year to perfect. It was originally planned for release in April but was delayed due to development problems. Video Visit are confident that it will be available by the time you read this.



There are not instant converts, but several things. On top are Jeff Minter, author of the hot Commodore 64 game *Demolition Man*, and Justin Hall from First, Hampshire. He finished up the top score at the London exhibition when *Avenger* was released, so Jeff wanted him on a day trip to Carse Island Concordia. Purpose of the visit? To rub a real card. It was a pretty hot-based jaxa.

THE NEW AMSTRAD computer leaps into the shape this month complete with colour monitor, in-built cassette monitor, excellent graphics, stereo sound, and professional keyboard - all for £239. The prospect looks even brighter for games players, with no less than 40 titles available at the time of launch. Many of these are from well established companies: Dorell, Remit, Pozzani, and Ocean are all planning Amstrad releases for the summer.

Software on show at the launch included Dorell's *Master Attack* and Remit's *Alien Strik* in both graphics and sound were excellent. The Amstrad looks capable of presenting some exceptional software for

game enthusiasts.

The CPC 640 follows Amstrad's custom, already an pleasant with great success in the field. Instead of using proven technology in a drive-to-serve plug-in-and-power-up format. Despite this, the specifications of the machine remain impressive.

There are four different models ranging from the basic system with mono monitor at £229 to the top of the range model with dual drive colour monitor and Personal CP/M, changing leads at a very competitive £329.00.

## Pressing for a video record

Derek Cressy hopes to be the first computer games player to enter the *Guinness Book of Records*. Derek, 14, claims to have set a new world endurance record by playing computer games non-stop for 21 hours and 3 minutes on his BBC.

Games played included *WING'S*, *Castle Assault* and *Options Software's Omega Probe*.

At one point, Derek was berated by the organisers, Databerg Publications, across London as he sat in the BBC User Show in Westminster. Even then he didn't stop playing, but grabbed a portable video game and hammered away at it in the back of his cab.

Unfortunately a spokesman for the *Guinness Book of Records* was uncertain



whether Derek's claim to fame would make it into print. There are a very comprehensive set of ground rules covering endurance records' said Colin Smith from Guinness Superlatives, who publishes the book. Once a set of regulations covering the new area of computer games has been agreed upon, then entries may be accepted.

## Adnan's Arrival

The Collins Adams from CBS should make its UK debut this month. It will be priced at £225, which includes the complete module and basic Collins games set.

The Adams computer will be able to run the new super packages by the list of which Peter Rogers and the Planet of Zoom is included with the purchase of the computer. These games promise to set new standards for the home market with over 70% of game code (as agreed the manufacturers of 24K).

PCD's software consultant Tony Edwards has produced two paperback guide books covering software for the Spectrum and Commodore computers. Each book includes reviews of more than 100 games along with black and white screen shots and retains The Best Software Guide as its title. It is priced by PWDPCN at £1.95 each.



## humming world of micro games

A 4MHz 286 chip runs alongside 128, 160M and 64K RAM of which 42K is available to the user. There is no hardware sprite facility but Amstrad say both the Basic and the screen handling have been designed for speed and ease of use. There are output ports for a Commodore printer, joystick and stereo sound.

A brief preview of the machine revealed a standard Basic with added commands to give easy control of sound and to run graphics. There are three display modes with up to 21 colours and a 16-line screen at 64x200 pixels.

The graphics can include unusually realistic motifs, small human figures and a range of cartoon holes in addition to the usual squares and lines. Text is presented in a bold yellow-on-black blue format with a particularly

attractive typeface.

The colour display is excellent but if you go for the more green screen option you can buy a modulator attachment to plug into your colour TV. Alternatively you could later upgrade to colour using a colour monitor and the RGB output from the computer. Unfortunately you would have to get this from another supplier as Amstrad will not be marketing the system components separately.

Production is now under way and advance orders of 200,000 units have already been placed by retailers. The predicted June output of 5,000 units is planned to be steadily increased to 20,000 units monthly by November. The machine will be available over the counter in British Dixons, Laskys and Harco stores as well as by mail order.

## Imagine games at £30!

Imagine's new releases *Fire-Jets* and *Starfighter* should be available in July but at a price of around £30.00.

"We're confident that at that price they'll be a bargain," commented Imagine's Brian Everett. Imagine have just had to abandon plans to reduce their current titles to £2.95 because of adverse publicity reaction?

The high price of these new mega-games (as Imagine call them) is apparently justified by their use of new technology. What exactly that entails is not clear at present, but Mr Everett hinted strongly that the software packages would include some kind of hard-wiredd on.

"We've gone as far as we can on these machines given their hardware capabilities and we have come up with a way of increasing the power of the machine. It is not done through software."

As for the games: You don't have a score; you don't have levels; you've gone completely beyond all that, do check *Imagic*. You want and see - you'll be phoning me up when you get them, saying "bravo, bravo!"

## NEW RELEASES

### BARGAIN TAPS

Native to prices falls a step to an astonishing £1.99 with new releases from Mastertronic for the S. system - *Commander 64*, *Dragon*, *Wic 64* and *W.C.C. Spectrum* titles. In addition a version of *Commander*, *Narcosis* and *Trial Two* shows you try to blast the evil-guy's missile with able aim and stay alive at the same time. A brief look at the Commodore 64 games showed graphics of reasonable quality but simple gameplay.

### STARBUCK

For the first time, *Starbucks* shows the franchise game on the 64 before bringing it out on the Spectrum later. *Starbucks* is a business about size-up with some 40,000 *Prose* 128K - a very successful spreadsheet version of *Starbucks* - also makes an appearance on the 64 of £9.95 at *Amstrad* *Games* *Shop* (at £9.95).

### NEW MIGHTY GAMES

All *Mighty* new *Block Buster*, *Ally* or *Spies* looks like a winner for *Commander 64* owners at £7.99. There's a somewhat scrolling background no less than 21 screen long which sets the scene for an 800-bit megaplay with 20 different attack waves. Waves come cheap out of just one coin down to the player for a quick attack.

### MAGIC MANAGER

Master *Manager* and past business have it as for you or *Paradise* *Adventure* *Game*. Many type games for the 64. *Adventure* *Game* is a 21-screen long, 800-bit megaplay with 20 different attack waves. Waves come cheap out of just one coin down to the player for a quick attack.

## Valhalla Game of 1983

The highly sensitive graphics of adventure *Valhalla* has won the PCG Game of the Year award for 1983.

The game, published for the Spectrum by Legend, was selected by a panel of four independent judges from a short list which included *Ultima*, *Master of the Wobblers* and *Ultima 3*.

The judges were impressed by the way *Valhalla* depicts moving characters actually carrying out the various events which happen during the adventure.

After being presented with the award during a glittering ceremony in London, Legend's John Peel said the game had already sold well over 100,000 copies.

It's the only game Legend has released that was produced by a team of seven, none of whom had written a computer game before.

We set out to produce something that could easily be called a computer movie said Peel. It is astounding that *Valhalla* has been popular with the mainstream games market.

The game is now being included on the Commodore 64 and Amstrad are pressing ahead with a new mega-price about which Peel will say

little except it'll be released during 1984.

The PCG Game of the Year award is one of a series of prestigious awards sponsored by the Sunday Times and our publisher VNU. There is being described as the Oscars of the micro industry.

The home computer of the year award went jointly to the BBC and Spectrum computers.

PCG's editor Chris Anderson (left) presents the out-going *Master of the Wobblers* trophy to John Peel.





# WILLY JETS TO NUMBER 1

As Jet Willy was May game of the month, has that brought to number one. The immediate success of its predecessor *Willy the Flyer* still at number 4, raised thousands of copies were snapped up as fast as Software Projects could supply them.

Quake's *Star Trek* (The Fall) has topped up to take her five following its release on the Commodore 64. This program has already reached top bugs with an 850 from start of bugs even better on the Commodore machine as you hop about the screen avoiding Paralytic and scaling cliffs.



Classic Adventure from Mid-Source House is a surprise entry at number 26. Not only is this a first only version of the oldest computer game around but it's not even a new version of that.

Originally programmed by Aberneth two years ago it's been given a makeover new look of life by Melbourne House, who bought up the distribution rights and started it to obvious public satisfaction.

The June charts mark the end of an era with the disappearance of *Wally* from the top 50. For the first time since it was launched, *Wally* has should take heart from the recent release of the program for the Commodore 64 which should push it back into the charts in the near future. Meanwhile *The Addict* hangs on by its wobbly toes at number 45 still one of the most enjoyable adventures on the market.



## Whispering Horace

I am outraged at the behaviour of Software Projects down their huge new game *Jet Set Willy*. Having stupidly duplicated thousands of tapes before debugging the program properly they are now trying to prevent the game's glowing bug doesn't suit! They're putting it about that the leads which do setup when you enter the attic is quite deliberate and all part of the game. Well, cheap you don't fool Horace!

At last day here I tried to pretend that the bug in their BBC adventure *Legend* is deliberate. Every time you try to go down from a location, the program crashes from the beginning. Software Projects' Chris Cannon would not tell me whether if things were being made to rectify the "I can't stand adventures" in our adventures 'in our adventures'.

### Price of success

I hear that the follow up to *Wally* is going to cost software house Legend £750,000 in development, almost four times as much as they invested in *Wally*. Why the huge increase? Have they purchased a Cray computer to write it on perhaps? No it's just that *Wally*'s success has prompted a round of rather large pay rises for Legend staff. Well done, village.

# PCG SOFT HITS

RANK	TITLE	PUBLISHER	LAST WEEK	WEEKS ON CHART	WEEKS IN TOP 10	WEEKS IN TOP 5	WEEKS IN TOP 1
1	JET SET WILLY	SOFTWARE PROJECTS	1	1	1	1	1
2	WILLY THE FLYER	SOFTWARE PROJECTS	4	1	1	1	1
3	STAR TREK	MELBOURNE HOUSE	1	1	1	1	1
4	WILLY THE FLYER	MELBOURNE HOUSE	1	1	1	1	1
5	THE ADDICT	ADDICT	5	1	1	1	1
6	THE ADDICT	ADDICT	5	1	1	1	1
7	THE ADDICT	ADDICT	5	1	1	1	1
8	THE ADDICT	ADDICT	5	1	1	1	1
9	THE ADDICT	ADDICT	5	1	1	1	1
10	THE ADDICT	ADDICT	5	1	1	1	1
11	THE ADDICT	ADDICT	5	1	1	1	1
12	THE ADDICT	ADDICT	5	1	1	1	1
13	THE ADDICT	ADDICT	5	1	1	1	1
14	THE ADDICT	ADDICT	5	1	1	1	1
15	THE ADDICT	ADDICT	5	1	1	1	1
16	THE ADDICT	ADDICT	5	1	1	1	1
17	THE ADDICT	ADDICT	5	1	1	1	1
18	THE ADDICT	ADDICT	5	1	1	1	1
19	THE ADDICT	ADDICT	5	1	1	1	1
20	THE ADDICT	ADDICT	5	1	1	1	1
21	THE ADDICT	ADDICT	5	1	1	1	1
22	THE ADDICT	ADDICT	5	1	1	1	1
23	THE ADDICT	ADDICT	5	1	1	1	1
24	THE ADDICT	ADDICT	5	1	1	1	1
25	THE ADDICT	ADDICT	5	1	1	1	1
26	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
27	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
28	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
29	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
30	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
31	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
32	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
33	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
34	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
35	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
36	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
37	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
38	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
39	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
40	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
41	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
42	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
43	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
44	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
45	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
46	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
47	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
48	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
49	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1
50	CLASSIC ADVENTURE	MID-SOURCE HOUSE	26	1	1	1	1

Compiled by reference to software sales from 100 computer magazines.



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Screen 4

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## ALL THE SNAPPIEST LETTERS...

Write to: Byte-back, Personal Computer Games, Emlyn House, 62 Colindale Street, London W14 9NG

### Scuba Dive disappointment

As a relatively new but really enthusiastic owner of the Commodore 64 I find it a bit odd to express my views to you easily through frustration but also because I feel I have been somewhat cheated.

I wasn't pretend I bought my machine to run any but one or do my activities I bought it purely for to relax however - what a wonderful idea I thought on reading your PCG Screen Test reports. At last, no more mistakes through knowing nothing about the game I was purchasing except for its name simply reading/looking over.

The first game that appealed after your review was Scuba Dive which had quite a hefty write up. A great job you did 'Wonderfully realistic graphics you need also available on Commodore 64 you said. What you didn't say was that if you buy it for the Commodore 64 all your comments also apply nothing it was incredibly unimpressive and boring.

Another example was Applegate which incidentally looks more like a rather poorly adapted to your own words 'spectacular, impressive' superior I found it extremely dull and after just a few screens very boring I eventually lost my three lives not in my imagination but because I threw myself into the path of a large flying granger beetle! (?) as a dropper no inside but I wonder also how long you can beat your game for. This game was given a lacking interest score of 4 (I don't like music if no beats!)

May I add that my sheep only that you were right about Hardware and Farm Expansion. Wasley I am about to purchase Farquhar's Secret and Anne Challenger. Please be right about those.

New P Market, 8 Devon

We are right about those and most of us here stand by Applegate as a far 5.0 about one up. But you're correct in saying that Scuba Dive for the 64 does not compare to the Spectrum

### Variable Spirit

Please will you give me any information on Spirit Software? I remember seeing it in London 98.

On the last issue I sent a cheque for £8.95. About three weeks after I had no received software and sent a letter asking why I have not had a reply. Are these people up off their feet or have they gone out of business? Because by hook or by crook I'm going to get my £8.95 back.

CO Typewill Southampton

Several other people have complained about Spirit Software who give me longer advertising each on. We have been unable to contact them.

### Bullwinks? Not us

If I happened to be looking through your mag and I come across a review on Daily Digger - a game written by two programmers, not one of you as usual. These two people just happen to be my brother and I. Neither him nor I wish to be referred to as bullwinks.

You seemed to think the crystal ball is the only way of defeat, but if you happened to read the instructions properly you would see - A second defeat is to our benefit as apple is blowing us to hell on a pursuing monster.

Another point to note is that you do not get the same again only once playable, there happens to be 7 different screens but the screen does not a point up until you go through all 7.

Gary John Glasner

Thanks, Gary, for the 64 Disk II's explosive!

review. We had to see the 64 game when we made the Spectrum Scuba Dive our Game of the Month, and are certainly delighted to have daily recommendations.

### Missing joystick

I am somewhat confused about your review on Cybernet Alliance in the April edition. You say Cybernet Alliance does not have the chance of a joystick. In my version of the game it does. I'm afraid you've made a mistake or your game is faulty!

D Chamberlain Hastings

### Bug of eternal life

I have found a bug in Matrix soft's brilliant game Matrix for the Vic 20. I believe that it was deliberately left as far left Matrix to check that all copies were functioning correctly.

It is possible for one to clear a screen simply by going on the following keys: (R)/(V)/STOP/SHIFT/Ctrl, and the Commodore symbol key all at the same time. Thus you can have an unlimited supply of lives.

I however never use this function as I feel it would detract from enjoyment of the game and my high score under normal conditions is 237 388 reaching level 18.

Mike Davies, Dyfed, Wales

giving choice of 4 or 8 resolution on the switching. Additionally it must be as planned that the Arcade Professional has been carefully market tested and endorsed by leading software house programmers details of which can be supplied on request. The style of writing used to describe the Arcade Professional was heavily weighted towards someone looking on to ponder what we did not do to ensure the user not write up.

It would appear that the review was not carried out in a particularly careful manner and based on the final comments concerning left hand right hand players, would lead up to the criticism has a relatively limited experience when it comes to playing arcade games.

When one writes to set oneself up as both judge and jury and then automatically broadcast the results the best one can do is to get on a facts straight.

DA Jones  
Essex Computing

Quite so Mr Jones, but you'll be interested to know that someone here in the office agreed with Peter Carr on a criticism.

### Minor disagreement

I was shocked to see in the April edition that Matrix for the Commodore 64 was given such low marks. What's up with Chris Anderson? Doesn't he know when he sees a good game?

Elliot Wright  
Luton Beds

The fact is, that if you compare the graphics and sound in Matrix to our next other recent Commodore 64 games they're not particularly impressive.

My point of a very high rating on Matrix is not that it's more impressive than our other Commodore 64 games. My point is that it's a simple demonstration of that classic game software making full use of the 64's power but it's not could be improved by a simple transfer from a C-641 game into the Spectrum.

### Load complaint

As I was looking through your assessments on each of the Vic 20 games in your Screen Test section I noticed that you said Anarchy Star Defcon has no sound. Was your copy faulty or should you have turned up the volume? My friend has bought this excellent game - it has the sound sound effects for any game I know for the Vic.

Tim Dwyer, 2 Glasgow

### Bug on advice

I am writing to you with a tip for all Digger 32 owners who have problems saving and loading their own games on tape. If you type P0001144.3 before you save then the output of the computer is buffered so it remains to load the game off the tape.

Scott McKee  
Abbotsford

### Unfair to Essex

I would like to comment on your write up of our journal the Arcade Professional (April). The price of the joystick is £25.95 and has been since 1 January 1984. The major benefits of the joystick include more controlled mainly games two handed control and game interchange

# THE FINAL CONFLICT



This page features one of the most ambitious games ever attempted. It's one which every reader of PCO can take part in. Already hundreds of you have entered the game, and the more of you there are the more fun you'll have.

On the planet Hella, tensions between warring factions have been mounting for months. The four superpowers have been mobilising armies, building missiles, and expanding factories. A final attempt at negotiating peace has failed. All communication between the powers has been terminated. The Final Conflict is about to erupt.

The map shows the situation. As a member of the ruling council of your power, you must study it carefully and plan your move.

The choices before you are complex. You must decide what each country your power controls must do. Should you build more factories? Increase your defence weapons production? Or is it time for a quick pre-emptive missile attack on another country? Are any of your own countries particularly vulnerable? What are the other powers likely to do?

When you're ready to cast your vote, use the voting form printed on this page. But you can do this only if you have already entered the game, been assigned to one of the powers, and given a code number and full copy of the rules. To enter, post off the entry form and a stamped addressed envelope. It costs you nothing else

## How the game works

Your suggestions are sent to:

- The Council of Councils/Secret
- The Bureau of Information
- The Command of Transport
- The Central Government

Each of the four powers controls a certain number of the planet Hella's 50 countries. Their aim is to capture more countries — any power which can control more than half — at 11 countries has won.

Individual players are all allocated to one of the four sides. They must then decide how each of their own countries should move and vote accordingly. The possible moves are:

- BUILD ARMIES
- BUILD MISSILES
- BUILD FACTORIES
- BUILD HELICOPTERS
- BUILD BATTLESHIPS
- EXPLORE
- REINFORCE
- EXPLORE (limited)
- ATTACK (only once)

After the votes have been received our computer will set them up. For each power the move which gets the most votes is noted.

Once all four powers' moves have been worked out, the computer will use the game's detailed rules to calculate what happens. This will be revealed to our next issue.

But a big lesson is that voting worked out



## Entry form

**Yes, I want to join the Final Conflict.**

**Name** .....

**Address** .....

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**You MUST enclose a stamped self-addressed envelope**

the most popular moves, the computer then goes back and sends each individual voter to see what would have happened if he had not moved or he supported. The two players for each issue who submitted the moves which would have been most successful will gain extra votes ranging from 100 for the most successful to 10 for the 10th most successful.



war-machines start to rumble



## How to vote

You must enter one vote for every country that your power controls. At present, each power controls FIVE countries so you must make five votes.

First of all enter down the list of your countries ALPHABETICALLY in the voting form. Then make your vote. It is possible to represent all the possible moves using just two letters.

**BUILD ARMIES - BA**  
**BUILD MISSILES - BM**  
**BUILD FACTORIES - BF**  
**BUILD SHIELDS - BS**

For the **ATTACK LAUNCH MISSILE REINFORCE** and **SUPPLY** orders you use the letters A, L, R or S followed by the first letter of the country to be attacked, supplied etc. So if you want the country **Cheng** to **ATTACK** its nearest neighbour **Avrupa** you should vote **AX**. Similarly **SUPPLY SINGAN** would be **SY**.

Although some countries start with the same first letter, these never sit adjacent sides of the map, so there is no risk of confusion.

Name

Address

Membership code

	Country	Vote
1.		
2.		
3.		
4.		
5.		

For full rules to The Final Conflict, Personal Computer Centre, 63 Oxford Street, London W1A 2HG. All votes must arrive by first post on May 28th or arrive at late in post on 30th.

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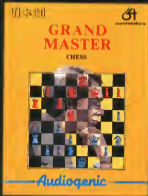
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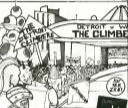
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**T**he chips are stacked with home computer chess programs. But which of them are any good? To find out PCG has conducted its latest chess tournament of the year. At great expense we brought together eleven highly critical intelligence to struggle for days in a battle for supremacy. We had some well-established names

on the micro - Cyrex on the Spectrum and Accorech/Chess on the BBC - pitting their wits against such young prodigals as Calceus for the Commodore 64 and White Knight II/III on the BBC. In all, six microes were represented.

The contestants were divided into four groups as follows:

### GROUP 1 (Commodore, ZX81 and Dragon)

MTX Chess  
2000 Chess II  
Chess Prograph

### GROUP 2 (ZX Spectrum)

SuperChess II  
Chess II  
Master Chess

### GROUP 3 (BBC)

White Knight II/III  
Accorech/Chess  
Program Power Chess

### GROUP 4 (Commodore 64)

Calceus II  
Grand Master

In each group the programs played each other twice. On the loss of a game the winners of each group were paired in the next round. These winners played over two games resulting in a group final game.

It should be remembered that chess programs can take an awfully long time to move at the higher levels. Because of this we selected in each game the level which took approximately 30 seconds to make its move up, so most programs that in level 3. The final, however, was played at a higher level.

### GROUP ONE

The games in group one were mostly typical of play at lower levels. The very first game was played between ZX Chess II and MTX Chess and lasted

not to be rather curious - a draw had to be called due to exhaustion of moves. Even stronger was the fact that both ordered strategic moves available. We can only presume that they were programmed without enough experience.

The second game between these two opponents provided some more to speculate play. MTX Chess displayed an impressive strategic intelligence. Although the program was considering possibilities for only one move ahead it made some shrewd decisions.

Still on group one the subject thing happened on the fourth game, MTX Chess v Dragachess. On the 15th move after MTX Chess had advanced a pawn, Dragachess refused to do a draw. Not offering a draw, but actually calling a draw. This was utterly ridiculous. We entered the option to let the moves and to end behold Dragachess had resigned. This was going too far and so Dragachess refused to let any more moves be entered so properly awarded a win to MTX Chess.

### GROUP TWO

This group, unfortunately produced little of any interest. The only thing to note was that the improved SuperChess from CP software does respond at great speed

compared to other Spectrum chess games.

Due to a draw between Cyrex and MasterChess SuperChess topped the table with Cyrex and two more games had to be played, with SuperChess emerging as the outright winner.

### GROUP THREE

There was some particularly impressive play in this group - especially between White Knight II/III and Accore Chess.

White Knight II/III had some break openings but after seeing two pieces with Accore Chess it doesn't appear to have a weak opening defence either. Indeed Accore Chess, which has a tendency to early attack (usually a computer chess game) couldn't breach White Knight's defence.

The second game between the two Accore versus White Knight, was one of the outstanding games of the tournament. It demonstrates the fact that break openings are not the by all and end all of computer chess. White Knight do maintain Accore Chess in order half the time it took Accore to make its moves. If chess games had mistakes Accore would be in check!

### GROUP 4

The final group consisted of only two opponents demonstrating a disappointing lack of chess power for what is an excellent machine. There was to have been a third contestant, Super II

ROUND 1 RESULTS		PLAYED	WON	LOST	POINTS
GROUP 1	MTX CHESS	4	3	2	9
	DR1 CHESS	4	1	3	4
	CHAS DRAGONCHESS	4	0	3	0
GROUP 2	SUPERCHES II	6	3	3	9
	CHPLUS	6	3	3	6
	MASTERCHES	4	3	0	9
GROUP 3	WHITE KNIGHT III	4	4	0	8
	ACCORECH CHESS	4	0	0	0
	PROGRAM POWER CHESS	4	2	0	4
GROUP 4	CELOSUS II	2	2	0	4
	GRANDMASTER	2	0	0	0

# THE GREAT PCG CHESS CHAMPIONSHIP



mega-tournament. David Janda reports

which is now available from Softcell! Unfortunately this proved to be late in the contest.

Colossus 3.0 is the latest offering from Martin Bryant, author of the White Knight series. It is a grown-up version of White Knight! MKII and Bryant and CDS Microsystems who market the game reckon it will beat any other chess game currently available.

Grand Master by Knopoff, of West Gunning is made and distributed by AudioGenix, who also reckon it is something special! If this was a mixed-round tournament then game would have certainly come out at the top there.

Only two games were played between both and they were pretty even. Both sides played to the bitter end, and there were just a few pieces on the board (this was particularly noticeable in the semi-finals). The real difference between bad and good chess programs is what they do at the end game with just a few pieces. Both games played well but Colossus triumphed at the end.

Note that the scores are **only** relevant for the games in each group. Please do not believe that 2000 Chess II is stronger than Grand Master simply because it scored 4 and Grand Master scored 0.

The results for Group 2 also include two more games between SuperChess 3.0 and Cyran 3K, this is due to a draw

for first place.

Taking the winner from each group, a tournament was staged and the pairing for the semi-final was MTX Chess v SuperChess 3.0 and Colossus 3.0 v White Knight! MKII.

SEMI-FINALS

The action was more interesting in many ways compared to the group games. MTX Chess had a small and the character of its play seemed to change dramatically. In the games between White Knight! MKII and Colossus 3.0 it was plain to see that more positions per second were being calculated by Colossus and this is probably why it won. Here is a brief analysis of the four games played in this section.

MTX CHESS v. SUPERCH-ESS 3.0

Not exactly a normal start to this one, from the very beginning MTX Chess advanced its pawns in an unusual way and SuperChess replied with kings knight dancing about the board. The analysis was disappointing for MTX Chess. Very bad defence of the king led to checkmate - all thanks to a 'bug queen'!

SUPERCH-ESS 3.0 v. MTX CHESS

Compared to the other games, SuperChess played a bad endgame in this match. A good pawn advance was made as the game finished but no pawn promotion was made.

SEMI-FINALS

COLLOSSUS 3.0  
WHITE KNIGHT! MKII

PLAYED	WON	DRAWN	POINTS
--------	-----	-------	--------

3	1	0	3
2	0	1	1

MTX CHESS  
SUPERCH-ESS 3.0

2	0	0	0
2	2	0	4





By the mid-game the battle was finely on. After a hectic exchange, both sides had three pawns gained. This led to the remaining rooks and bishops ganging up about the board until the game was drawn due to the time limit being exceeded.

## WHITE KNIGHT v. COLLOSSUS 2.0

Colossus made good use of its rooks, especially with king's rook around the c mark. Baron (as could have brought) Black to mate sooner, and because of this the game was unnecessarily drawn out.

No surprises as to the results really, as the scores on the table for the usual finish shows.

## COLOSSUS 3.0 v. SUPER-CHESS 3.0

Finally here is the most exciting of the two games in the final. The outcome was that Colossus 3.0 won both games, and then was declared the winner of the 1984 Personal Computer Games Chess Tournament.

Both sides quickly set up a knight and bishop within the first few moves. Two checks (one to each side) were made within seven moves, with SuperChess's being the more constructive. SuperChess brought its king's bishop down to g7+. This was a subtle but useful check as White replied it with pawn to c5. This made SuperChess's bishop intend to do — a very strong position.

On the other hand, the early check from Colossus proved not to be so beneficial. Bishop h3-h6 brings on a busy exchange of pawns which left Colossus the worse off and the board fairly clearing.

The midgame of this match proved to be one of the most surprising. As would the 30th move, things looked as if they were going to settle down, to no draws out midgame — but then...

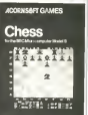
White's rook appeared to be doing

nothing and only not many moves on the board it seemed as if to make a desperate check at e8. This looked useless as it was rightly taken by Black's rook which was also on the eighth rank.

But yet of the blue case White's queen from a delicate position by its

king and to check at e8. Black's king moved down to f7 — but subsequent move by the queen to f5+ covered that the king couldn't escape along the g-h axis.

The end was near. White brought out its rook and advanced it to e8+ where mate was inevitable.



### THE FINAL

1	d3-e4	d7-e5
2	g3-f3	c8-f5
3	f3-e4	e7-e6
4	e2-e3	b8-c8
5	f1-f3	h8-h4+
6	c2-c3	b4-b6
7	b3c2+	b3c4
8	h3c6	e7a6
9	e1-g2c	e7-e5
10	h4-d2	a8-b6
11	a1-a1	g5-f6
12	d3-e4	e5-g6
13	e1-e1	f3-f5
14	f1-e1	h8-e4
15	c3-e4	e4c2
16	f3e2	e5c4
17	d2c4	d2-e4
18	d1c1	e4-d5

19	a7-c5
20	d1-c2
21	d4c5
22	e4-c5
23	f1-f4
24	a7-d2
25	c3-d2
26	c5-e3
27	d1-e4
28	d2-c1
29	a7-e5
30	e5c4

31	e4-d2	e5-d5
32	d1-c1	d5-e6
33	d2c4+	b4c5
34	e3-e7	e6-d2
35	e1-c3	e8-c5
36	e7-f8+	b3c4
37	c3e4+	d5-f7
38	e6c2+	d1-g1
39	e1-f3	e7-e6
40	c1-e8+	e1-e8
41	d2c2+	e8-g7
42	d1-f1 (checkmate)	



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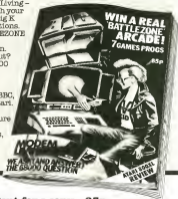
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There's been another rush of excellent games for the Commodore 64. Our three PCG Hits include a beautifully programmed shoot-'em-up, a computerised underground treasure hunt and a zany game featuring a unicycle. You might think Treasure for the Spectrum is a rubbish game, but no, we've named it a hit! It's just one among a mass of new Spectrum games.

Spectrum, BBC and Electron owners may notice that this month's colour screen shots for their machines are particularly clear. This is because we've used a new process which involves actually printing the contents of the screen as a colour plotter. Unfortunately the technique can't yet be used on the other machines, but maybe soon... The month's reviewers are Peter Connor, Steve Cooke, Chris Anderson, Stuart N Cooke, Tony Takoulis, Paul Turner, John Allon, Steve Mann, and Tony Harrington. Each of the game ratings are scored out of ten by the reviewer, and then double-checked by a second member of the panel. The PCG Hit and Game-of-the-Month titles are awarded only after heated office arguments.

So sit back and enjoy the world's greatest reviews...

GAME	PAGE	GAME	PAGE	GAME	PAGE
<b>GAME-OF-THE-MONTH</b>					
Defence (BBC)	78	<b>BBC</b>		<b>MEMOTECH</b>	
<b>HIT GAMES</b>					
Commodore (BBC Master)	21	Checkmate	67	Blights	81
4x4x4 (BBC Master)	67	Quartz Plus	67	Khronos	85
Treasure (Spectrum)	24	Scuba Fun	67	Super-Hotshot	85
Warrior (Spectrum)	64	Jet Power (BBC)	71	Blades	85
Fun Fun (Commodore 64)	65	<b>ELECTRON</b>		<b>ATARI</b>	
Old West (Commodore 64)	67	Outrage	69	Blaze	64
<b>COMMODORE 64</b>					
Samurai Strike	68	<b>VIC 20</b>		Prayer	64
Out Of My System	68	Crashout	69	0'Clock	64
Bugger Time	68	Crashout	69	<b>ASIC LISTINGS</b>	
Crash Course	68	No Crises	69	Push-Block	67
Toddle Trouble	68	Amaze	69	<b>IBM</b>	
Only One	68	Expn	69	Down-Up	68
Super Fun	68	Amulet	69	Outing-Outing	69
Onyx	68	Sea of Wonder	69	<b>COLOUR GAMES</b>	
Enigma	68	Polypop	69	Evil and Noble	68
City Wars	68	Range-Find	69	Evilman	68
<b>SPECTRUM</b>					
Secrets	64	Waterworld	69	<b>SEAGRAM</b>	
Snake-It	64	3D Space Wars	70	<b>B.A.S.C.</b>	
Tron's Tracks	64	Police	70	<b>WHEELER WALKS</b>	
Tronblast	64	Northside (64)	70		
1984 (Commodore 64)	64	3D Double Attack	70		
Jet Action	64	Sporthings	70		
Ball Fun	64				
Prong	64				
Authority	64				
Explosions	64				
Slam	64				
Adventure Guide	64				
Police	64				
Clap-Clap	64				
Movie Match	64				
Grid World	64				
Dr. Evilus (64)	64				
Castle Trouble	64				
Warrior (Spectrum)	64				
Memory Memory	64				



# MORE 64 • COMMODORE 64 • COM

**GAME:** SAKANA (SABRA)  
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**GAME:** GET OFF MY GARDEN  
**MACHINE:** COMMODORE 64  
**CONTROL:** JOYSTICK  
**FROM:** INTERCEPT, EP 90 CASE  
 EP 90 CASE

One thing will immediately become clear to you when you play the game: the authors have an extreme dislike of programmer Jeff Minter of Demotech. This seems a little unreasonable since

many parts of the game are copied from Minter's Revenge of the Mutant Caves! Our February Game-of-the-Month.

The hero is a rather unimpressive looking robot whose purpose is to take a water garden. The robot moves under a running tap and then to each of six plants causing them to bloom.

But regular enemies here are a succession of attacking creatures that about as wacky as those in Revenge. This

include their power checks which explode into fireworks which are fireworks and planning LP is easy.

You get a different view of statistics each time you manage to complete a garden and there are a total of 64—there's an awful lot of money for your money.

One helpful feature is that you can start the game at any of the first 32 waves. But you will still have the long

## PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

**GAME:** WRETLIN WALLE  
**MACHINE:** COMMODORE 64  
**CONTROL:** JOYSTICK  
**FROM:** INTERCEPT, EP 90 CASE,  
 EP 90 CASE

Wretlin? Walle must be the only game on existence where you control a man riding a unicycle. Fortunately you don't have to worry about keeping your balance— all you have to do is make sure nothing knocks you off.

Walle keeps moving to the right of the screen while the path moves up and down. If you fall out from your cycle, you can't do a barrel roll to land on the landing and use a lift. Other hazards to be avoided are bouncing balls and a rather unusual looking vapor which seems across the screen.

As if avoiding the obstacles wasn't enough there are Power Peach scattered along the path. These must be grabbed up to score points.

If you survive long enough you have to make the water and bounce off that to reach the other side and the end level.

Now you not only have to avoid the wretlin but you also find gaps in the path. Bridges span the gaps but they move backwards and forwards if you don't time your crossing right. Walle will end up with no road beneath him and lose yet another life. There are another four pieces of wretlin after this.

Miscellaneous Walle has an original but to a C64 riding date may not be original. But the way in which Interceptor have reworked this in the game adds to the challenge. All of the graphics are

large colorful and move across the screen without any jerkiness.

If the graphics are good then the sound must be superb. No real sound effects exist in the game apart from a satisfying sound as you hit the dots and a screen when you get killed. But there is an excellent piece of music that plays at the start of the game good enough to give you the most experience to it.

If you're looking for a new game for your Commodore then I don't think you'll be at all disappointed with Wretlin Walle. **5MC**

GRAPHICS	—	5
SOUND	—	5
ORIGINALITY	—	5
LASTING INTEREST (OVERALL)	—	5

## PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

**GAME:** FIVE ANI  
**MACHINE:** COMMODORE 64  
**CONTROL:** JOYSTICK  
**FROM:** ACORN, EP 93

A group of scorpions has crashed your area of ants. As the last remaining ant in your mission to save the Queen, the ant who is being held hostage in the scorpion lair.

You must travel through eight different levels of the scorpions' home before you can find your Queen. On your way you will have to avoid contact with the inhabitants of the city or be killed. Scattered around the city are a number of objects which will help you in your quest. Keys are obviously for opening doors but the use of the other objects

are left for you to find out, usually at the expense of a life. Objects range from bridge building materials to supports that hold up the ceiling.

You have probably gathered that Five Ani is a type of adventure. Unlike the traditional types of adventures the action takes place in real time in the form of an ant's game. You first learn to be an ant and then you have to do it quickly and avoid the more pick-up objects by passing over them.

Five Ani is a simple game to play, all right being via the joystick. Even though it is simple the most hardened arcade player will still find moving on from one level to another very challenging.

Graphics are well up to standard and there are a couple of nice touches to the

sound. For example, there's a superb rattling sound whenever you cause a rockfall although it doesn't quite compare with what some programmers are getting these days.

Might have produced one of these but I have another gut type of game. Being ahead around a maze/level ant original but might have done an excellent job in making it appear so. Fortunately I find it compulsive to restate me—I'm not to restate a Queen. **5MC**

GRAPHICS	—	7
SOUND	—	5
ORIGINALITY	—	7
LASTING INTEREST (OVERALL)	—	7
OVERALL	—	5





# COMMODORE 64 • COMMODORE 64

ing a revolution) to taking the Krocite for a ride.

The program is very easy to use: well displayed and at times quite funny. On the menu side, the sound is poor and the graphics limited to old mans, build-ups and other such objects. My main reason must be about the "Vox" VCS style cardboard box which looks and looks like.

un-challenge of using the last 32

Two things let the game down. The first is a general lack of excitement. I think this is because the energy level on which your life depends rises and falls so rapidly that the loss of a life seems almost a needless accident.

The second is the constrained images of Minter. For example, the animals in the high-score table look "like a cat's head off today." And the first attack wave includes graphics cribbed from

Don't not, but as strategy games go, and certainly less fun for the family. Who's the granddaddy in your household?" PT

GRAPHICS	3
SOUND	2
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	3



Knowledge and is called "Remains of the Mexican Conquistadors."

Phew, Invasorpoor grow up! Stick to the game programming -- you're really quite good at that. CA

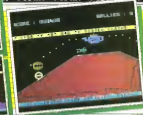
GRAPHICS	8
SOUND	3
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	7



NI + PCG



IT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG



NI + PCG HIT



IT + PCG





## COMMODORE 64 • COMMODORE 64

**GAME:** BURGERTIME  
**MAKING:** COMMODORE 64  
**CONTROL:** KEYS, JOYSTICK  
**FROM:** INTERCEPTOR, EP 00

It may not be quite the same as McDonald's, but making burgers on your computer isn't fun.

On the other hand, it's extremely addictive, because the technique is solving word problems: you place meat and lettuce which are suspended at various points around a saag saag-like hatch.

Treading over them makes them fall down a level and if you repeat this enough times you end up with four complete and juicy burgers at the bottom of the screen.

**GAME:** CRAZY CAVEMAN  
**MAKING:** COMMODORE 64  
**CONTROL:** JOYSTICK  
**FROM:** HEDLIP SOFTWARE, 14 32 (CASSETTE), 22 85 (DISK)

Crazy Caveman is heading for home after a hard day's hunting, and if this game is anything to go by then I'm not surprised there isn't any civvies left alive today.

Your prehistoric pal can jump, move left and right, and swing his axe. To make it home he must first jump over some rocks which are rolling down the ground



The complication is that you're being chased around the kitchen by Mr. Hot Dog and Miss Sog who knock you out on contact. Your defence is to shoot them, momentarily by spouting a stream of pepper into their path. Unfortunately

GRAPHICS	3
SOUND	2
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	2

your supply of pepper is very limited, and each time you complete a set of burgers, an extra egg or hot dog will join the chaos.

It was a good game in the arcade, and this realising by Interceptor is excellent. It's a little irritating getting appetising sound effects and a delicious rendering of the McDonald's store. But you'll have to put up with Interceptor's continuing infinite saags at Llanesaid - you are supposed to be making burgers from Llanesaid. CA



towards him.

If he manages to get past the rocks, he must then avoid his chopper and get the

GRAPHICS	3
SOUND	2
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

letter of a herd of Tyrannosaurus Rex. After that it's a crowd of Dodos and finally a flock of prehistoric birds who swoop down on him.

The graphics and sound are fine, but you'll need to put in an awful lot of practice before you can be sure of a decent game. I doubt there's enough here to keep you as even a caveman entertained for very long. CA

**GAME:** TRIBBLE TROUBLE  
**MAKING:** COMMODORE 64  
**CONTROL:** KEYS, JOYSTICK  
**FROM:** ANIMICO 14 90

Here's trouble. You're transporting a spaceship load of friendly Tribbles and someone leaves open the door to their cubs.

One by one the Tribbles leave and begin wandering through your cub whose workings, judging from the screen picture, were designed by Heinz Heisteron.

The aim of the game is to catch each Tribble before it reaches the cargo transporter and gets loaded. You do this by



moving your grid around the screen to try to place it in the Tribble's path.

The only creature doesn't follow a predictable route, but it's quite easy to

GRAPHICS	3
SOUND	2
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

control it until a 'Wallah' and a 'jerric chaff' appear. They steal the grid and generally cause havoc.

The action is accompanied by noisy sound effects and there's a catchy tune to start you off.

But although the game is very different and you do enjoy the Tribbles' banter by just one screen of action, and I wonder how long sessions would be entertained. CA

**GAME:** DINKY DOO  
**MAKING:** COMMODORE 64  
**CONTROL:** JOYSTICK, KEYS  
**FROM:** SOFTWARE PROJECTS, EP 85

Ch. Mike's software provides the scenery for this simple but unfortunately addictive game.

A cheer soundtrack too many has heard Dinky in a world peopled by the revolving creatures of his subconscious. The only way out to the safety of his memory's room is by drinking the hot milk. The problem is to get to it.

Dinky starts on the left hand side of



the screen and has to evade obstacles and monsters in order to reach his milk.

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

the opposite side. If he gets there and drinks it all up then the monster turns into succulent cheese to be gulped for bonus points. Then it's on to the next screen.

Although the graphics and sound are not spectacular Dinky does in a comical game which you really want to get through those 15 screens. And get back to meating. PC

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# NODORE 64 • COMMODORE 64

can pick them up in mid-air for bonus points. The opponents will occasionally attack in squadrons of six each, where a pair you spot have a chance of a bonus if you blast them all before they leave the screen.

As the technology of your opponents advances they become progressively harder to destroy, and will light flash with special missiles and bombs. Often the missiles and bombs as well as you

can.

You don't have to keep account of how many planes you've shot — as soon as you've watched all the escape numbers on level 1, Ziggelis appears. Shoot that and you're on to the next screen. The higher levels are completed in similar but modern style.

The graphics are very good through your plane does look a bit like a dot. Combined with the intense and

acceptable sound they make *Nodre 64* a very enjoyable romp through the stars. **BC**

GRAPHICS	7
SOUND	6
ORGANISATY	1
LASTING INTEREST	5
OVERALL	5

able. However, one or two of the less obvious, the fourth in particular, are very difficult to capture. You'll get for the game unless you're prepared to spend a lot of time practicing.

In the second screen you must shoot the bats on an egg which is pulsating around by one of the alien creatures and blue cubes. In fact, to simplify, some screens are like the egg business and you must aim to hit with your best

2. Game Killer *Nodre 64* (C64) Different to hit but not very satisfying to look at.

The fourth screen is a somewhat special one, it's a maze of obstacles of different colors, one of which has some particularly nasty ones of course you'll die. There are traps that you must either beat special doors, and then walk through them you can win without scoring.

The graphics in this one aren't really exciting, and the sound doesn't make

much use of the Commodore's capabilities. The maze itself appears to be a fairly busy thing, but as the scoring screen can get fast you'll get more of what the maze presents than the simple track. **BC**

GRAPHICS	5
SOUND	4
ORGANISATY	5
LASTING INTEREST	5
OVERALL	5

your way. You must also bomb and dump to replenish your tank.

Every so often you leave the scrolling landscape to do battle with alien ships in deep space. These sequences aren't particularly exciting, but they do provide some variety.

There's a hack to the last screen of missiles and rockets and last but not least (but almost least) a large robot who flies away at you.

closed to finish as completed by a guided bomb!

Note of these is very impressive to look at. But the game does have a certain complexity because each alien wave is destroyed in a different way.

The invaders you take out a row at a time, firing straight up as in the original game.

You're just getting into this when a dusty little hero starts playing to shut you to the commander's warning about

The robot is a bit of an anti-hero, but a very easy to shoot and the only threat is from its rockets, but at you which are very difficult to spot as they blend in with the background.

Once you've killed the robot it's back to the beginning with a new supply of ships, and it's time to get to work again.

The best thing about the original *Nodre 64* was the display Ziggelis (

graphics aren't really exciting and the game doesn't make the most use of a good screen size, which means you're better off looking elsewhere. **BC**

GRAPHICS	5
SOUND	5
ORGANISATY	5
LASTING INTEREST	5
OVERALL	4

the bottom of the screen. The best way of observing there is to move about all time, get a view to level level and then open fire. Briefed but effective.

To get the maximum about you have to keep on fire from down to level level.

You can fire in any of four directions by pointing the joystick, while you press the fire button. But you can't fire and move at the same time.

On the 16, the graphics limitations, the game is a rich provided with 14 titles

your levels, including one K.T.H. hero, though definitely provided for you to press them.

So a strange mixture. Some very advanced features, some very primitive. Look before you take on the costs. **CA**

GRAPHICS	7
SOUND	7
ORGANISATY	6
LASTING INTEREST	6
OVERALL	5

## PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG

### GAME: KILL! WRT

MAKING: COMMODORE 64

CONTROL: KEYS, JOYSTICK

FORM: ALIEN-1A £7.95

The movement of this game is so smooth you won't find your air weapons quite below take-off.

The alien little plane, it's a great looking one, comes through with you pilot a spacecraft. The alien plane moves across about seven miles and the sideways scrolling of the picture is achieved without the slightest hint of a flicker (Commodore).

Your mission is to destroy 12 light bulbs, one light bulb they make them fly past when you hit them.

The monsters are strange as well. There are wonderful flying whales

which look suspiciously like dolphins and are so little you find you shoot them first.

Then there are mechanical birds which fly in a constant flying method but they don't give you eggs.

On higher levels you'll have to cope with enemies, ducks, and various flying creatures. The major one is the one of being yourself with shells, which allows you several otherwise fatal attacks. The shells even let you fly straight through the layers a three with if you're feeling reckless.

Control of the spacecraft takes some practice because once you start moving in one direction it'll keep moving until you apply thrust in the opposite direction. But this, and the smoothness of movement, give the game an air

early makes it feel.

It also offers you just the right playing options. There's an easy level which you'll find far preferable. You can turn off the automatic firing, move a slightly weaker rendering of *Death 64* minor changes. And the choice of control keys for an joystick makes it very suitable.

— In the same time there's enough challenge at the higher levels to keep you on your toes in long time. *Nodre 64* this game will be long to win. **CA**

GRAPHICS	7
SOUND	7
ORGANISATY	4
LASTING INTEREST	5
OVERALL	5

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# CTRUM • SPECTRUM • SPECTR

## GAME: SORCER

MACHINE: SPECTRUM 48K

CONTROLS: KEYS

FROM: VICCOM £5.95

The evil Necromancers and his demonic servants have conquered the land. All the people of the Earth have been enslaved. All the great sorcerers are being held captive except for one: you. Your mission is to rescue your fellow

sorcerers and save the Earth before it is plunged into eternal darkness. You will have to go through a rousing and

Sorcery is a 15 screen arcade where you have four screens starting on the right hand edge of the screen and you must reach the goal on the left to get onto the next level. Destructive weapons have been used by the Necromancers to stop you so you must watch your energy when you go into battle with them. If a

screen runs out, it's dead!

A very good take screen sets the atmosphere. The fullscreen scrolling scrolls across the TV set under you just back and tells you the control keys. Unfortunately, the choice of keys is particularly silly. The left and right keys are not used, the other two would have been easier to use if they had been on the same row of the keyboard. The screen off key, a pity. You start as a

## GAME: BLADE BLITZ

MACHINE: SPECTRUM 48K

CONTROLS: KEYS

FROM: PDS £5.95

Just back Rogers hits the Spectrum. This is a version of the game in which you play a space man as it battles through a corridor, killing a succession of alien monsters.

The game is not far from the SO

save you are given with the enemy becoming larger as they approach. Considering the Spectrum's limitations this is done pretty impressively. Your craft moves smoothly as it swerves from side to side and its height drops with those of the alien ships as shown convincingly by the use of shadows.

But the depiction of the corridor walls is not nearly so impressive as in versions on more powerful machines. The bands

which make up the walls simply flash alternately blue and magenta and it takes some effort to imagine that you really are moving forward.

This is the 10 effect in among the best going on the Spectrum. The points, too, has been worked out well - for example, to destroy alien you must not only get in line with them but also move your craft to the same height, using the shadow as a guide. And then when a

## GAME: TERRY'S TROUBLE

MACHINE: SPECTRUM 48K

CONTROLS: KEYS

FROM: ALGOLAY SOFTWARE £5.95

You start more Terry. Tackle up the screen with his long reach legs and reach out to help those to get him home.

You can define your own movement

keys also, but that also you make a game that the little boy more playable. Another nice touch is the sound - always has message of the room some speech synthesis incorporated into the program.

Every time you lose one of your five lives your life-time score increases - usually impressively. Get run over and it always "Handing" fall in the river and it also shows "Handing" message - full marks for effort but this

effect usually a variety and shows a full screen in the game.

The first steps of the game are really not a real one, but a version of Frogger. Getting Terry across the beach is difficult enough, but the river can always be possible. After a while the inappropriate comments and negative ones get on your nerves.

If you're enough patient, and under what you think to be enough, a mini

## GAME: THE CORN

MACHINE: SPECTRUM 48K

CONTROLS: KEYS

FROM: CDS, £5.95

This game is another version of the classic game known as Deflator or Gridmap.

There is already a version of this game for the Spectrum by N.Tel and one on the Commodore 64 by Lovers. This

is a little bit up to a few computers.

Your main help from one square to another in a large grid. Other squares are occupied by flags, shells, and a bomb on which the number of time left till the explosion is shown rapidly decreasing.

Using sensible control keys you must guide the figure to the bomb in order to defuse it. Whenever another bomb will appear somewhere else and he must repeat the procedure over and over.

Having defused six bombs you progress to the next level which is made more easy by the presence of up to four bombs. These, along with about the screen and will last on you given half a chance.

A life is also lost each time you bump into a shell. Further complications are introduced by the fact that you cannot cross a square twice. Pick up the flags for bonus points.

Each time you step on a square it

## ★ PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG

## GAME: FREESHMAN

MACHINE: SPC 48K

CONTROLS: KEYS

FROM: NEW GENERATION £5.95

Freeshman is an already original game, with graphics and some very nice approach.

You have applied for the job of trash man. Your task is to collect the trash from outside the houses (take them to the waiting van, dump the contents and return them to where they came). Your first day's work will be for you to empty and fix the bins in Mountain Road.

Well, to be honest, it is not so easy. As you normally rush up and down the street, your basket is rapidly overflowing

and the young people seem to be taking their houses for all against it, shouting and cursing at you and the along the way.

Every time you touch the grass or bump into a hedge, your basket contents decrease. The way things are, you have only one enough time to complete the task - and that only if you do it efficiently.

Imagine my frustration when I was having finally completed a job, the bin on the allocated time. It was a waste with the prospect of emptying SIX bins in another road. At that point I got up as a dog.

Freeshman has some very nice touches. Some of the houses feature horribly vague little dogs that run out

and the young people seem to be taking their houses for all against it, shouting and cursing at you and the along the way.

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Freeshman has some very nice touches. Some of the houses feature horribly vague little dogs that run out

GRAPHICS	4
SOUND	5
ORIGINALITY	5
LEARNING INTEREST	7
OVERALL	5





# RUM • SPECTRUM • SPECTRUM

Forest and must pass through maze levels and puzzles before you reach your goal. Graphics are above average and the forest scenes have carefully been painted. The monsters are painted and animated, but everything does move smoothly.

All of the screens are easy to get through but the camouflage effects of looking with the microscope make it difficult to get beyond screen eight.

Spectry will never become a videogame like *Alien 3D*. However, it will no doubt be taken out of the cassette box a few times. **BC**

GRAPHICS	8
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7



speed that before swooping away to reveal a fatal collision.

The action is a valuable practice, and it's just as well, because that's about all there is to the game. The tricky attack one at a time and it's merely a question of absorbing as many as possible.

Eventually, this takes you on to a new screen, but although the background changes in each of the six different screens of action, the actual game and

tasks remain much the same. You may find that it will not retain your interest for very long. **CA**

GRAPHICS	8
SOUND	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	7



before Terry finally makes a home. It'll take a lot of practice before you get that far and I suspect that, by the time you succeed, you'll be wishing you'd spent your money on something else.

The graphics aren't particularly exciting. There's a high score table that only accepts names of four letters, and every time you get a high score the machine spitters out the words "Great Score!" I scored it the first time round and was

still congratulated and asked to enter my name.

Despite the effort that has obviously gone into the program, I don't think I'd want to add it to my collection. **BC**

GRAPHICS	8
SOUND	7
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4



turns Mack. Should you find yourself cut off by black squares, you can scroll the row you are standing on left or right until a colored square appears either above or below you. You can then a get on with your task.

The graphics are excellent for a 16K game, and as an extra bonus your Spectrum plays *Boothroyd's*. For *Alien* as you move round the grid. Perhaps we can now expect a Spectrum game with full orchestral and atmospheric sound-

effects.

This is a good implementation of an old favourite, and the fact that it's been speeded into 16K is an extra bonus. **BC**

GRAPHICS	7
SOUND	7
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	7



CG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT





**GAME:** 1994 (TEN YEARS AFTER)  
**MACHINE:** SPECTRUM 48K  
**CONTROL:** KEYS  
**FROM:** WISCONSIN, \$8.95

According to Yelkova, George Orwell got it wrong and the Central Computer didn't take over the world until 1994 hence the subtitle 'Ten Years After'. You play the one person who has dared to challenge the computer and plans to penetrate the tight levels of security to reach the computer cell.

The scenario sounds exciting enough but the actual game reminds me of the Spectrum classic *Mirror Mirror* where you guide Mirror Willy through a number of screens. Substitute Sandy for Willy and you've got the whole idea of the game.

On each level you have to collect the keys and insert it into the lock which will take you on to the next level. To make



your task difficult the computer has deployed its security measures which fire plasma bolts at you, together with jelly blocks, laser saws and springs.

Initially you have a certain number of power points per life and contact with any of the mines (beams) are tantamount to their life power reaches zero he dies and you have to start the level again. The only things that will actually kill finally with one touch are the electric floors.

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3

Unfortunately the game lacks some of the appeal of its forerunners. The graphics are fairly basic and movement is a little slow.

Only having eight levels, the game is fairly repetitive. The graphics are the same on each level, only the layout differs. It is harder to get through a level than on other similar games but with a few levels it would read to be.

1994 is a very difficult game to play but lacks rather a lot of the polish that we have come to expect from Spectrum games. If you like platform type games and are looking for a new one to try, you may enjoy it, but the chances are that you will soon be dissatisfied. **BYC**

**GAME:** AD ASTRA  
**MACHINE:** SPECTRUM 48K  
**CONTROL:** KEYS, CRAB, CRIC, CURS  
**FROM:** CARDOWLE, \$8.95

The first impression of this program is stunning. Your spaceship is there against a starry background. Suddenly a large round, central asteroid barrels toward you, followed immediately by three or four others.

The 3D effect as they roll toward you is superb. You actually see their central surface rotating.

These asteroids are indestructible. You simply have to get out of the way by using left/right, up/down controls in a pocket.

After the asteroids, the real action starts with two types of spaceship bombing us, guns blazing. The 3D effect here is less impressive, but you will have your work cut out to stay alive. You have to



dart rapidly all over the screen to avoid the incoming asteroids.

Meanwhile you maintain a rapid fire-rate, sending laser beams shooting into the distance in a beautifully realistic manner.

Points have results in the destruction of your craft as an extremely spacewarrior explosion. Success will eventually lead to another attack of asteroids followed by a new wave of aliens. This second

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

wave is not convincingly 3D at all, looking more like a set of motion out of *Arcadia*.

One frustration with this game is that after losing each of your five lives you must return to dodging the asteroids again. Although they're spacewarrior to look at they're quite easy to dodge and you'd much prefer to spend your time duking with the real action. As it is, the pace of the game is constantly being ragged.

So hard to know how to rate *Ad Astra*. On the one hand some of the graphics are as good as you've ever seen on a Spectrum. On the other hand parts of the game don't work quite as well as they really ought to. **CA**

**GAME:** BULL BULL  
**MACHINE:** SPECTRUM 16/48K  
**CONTROL:** CURSOR KEYS  
**FROM:** PUPPS ASSOCIATES, \$8.95

The cassette cover says 'BULL BULL' and that's exactly what the game is.

The description is fine. You have to trap an escaped bull by picking up pieces of fence and positioning them around the animal.

One could even almost forgive the

graphics despite the fact that the key characters are drawings which represent you and the bull jerk around the screen like penguins on popo sticks.

What a delightful title! The game was an almost responsible combination of logic and whimsy (after a few successful point single life is used up it forces you to sit through a long and tedious unexciting pre-game routine before you can start again).

The keys are the cursor keys for movement plus 'P' to pick up a fence

GRAPHICS	2
SOUND	2
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

rod. If to drop it into position. Easy to remember. Indifference is actual use.

It's just possible that if you put no focus of frustration there, you might get to the point where the game became enjoyable. But much more likely you'll give up bored and bored. **CA**

**GAME:** PENCY  
**MACHINE:** SPECTRUM 16/48K  
**CONTROL:** CURSOR KEYS  
**FROM:** WISCONSIN, \$8.95

The game is which you have to slide ice blocks and electric fences to kill the snow leas. The main trouble with this version is that it uses the dreaded cursor keys. Hours of frustration guaranteed unless you have a cursor joystick. **CA**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3

# Wheelin' Wallie

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**GAME:** BUTTERFLY  
**MACHINE:** SPECTRUM 48K  
**CONTROL:** KEYS  
**FROM:** PULSONIC, £2.99

Another cheapie game from Pulsonic, who are to be congratulated for lowering software prices but severely impeded for offering this particular specimen to the general public.

A spider moves out laterally to stop

GRAPHICS	3
SOUND	1
ORIGINALITY	3
LASTING INTEREST	1
OVERALL	2

like. Spine graphics jolly movement! Basic program. For its better value for money try Spring in one of the PCG listings. **BC**



**GAME:** KNIGHT DRIVE  
**MACHINE:** SPECTRUM 48K  
**CONTROL:** KEYS  
**FROM:** HEWSON CONSULTANTS, £3.99

Knigh Drive puts you behind the wheel of a small car confined to a small display on the right of the screen. The rest of the screen is taken up with either a fuel gauge or (at the higher skill level)

information on fuel remaining and a large flashing panel which looks pretty but does not add anything to the game.

There are two levels of play - instant driver and professional - and a demo mode. As a learner driver you must steer your car around the track while your fuel runs out steadily. When it runs out you finish and will be presented with a progress report based on the score you managed to clock up.



**GAME:** ORION  
**MACHINE:** SPECTRUM 48K  
**CONTROL:** KEYS, JOYP  
**FROM:** SOFTWARE PROJECTS, £2.99

Simple maze game in which you rescue androids while avoiding various mines. You have to go through 25 different mazes in a 3 x 3 grid (but they do all match the same). The characters are small

GRAPHICS	3
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3

and don't move smoothly. Why waste money on what's basically another Pac Man variant? **CA**



**GAME:** SUBMARINE STRIKE  
**MACHINE:** SPECTRUM 48K  
**CONTROL:** KEYS  
**FROM:** PULSONIC, £2.99

Your submarine is loaded with ten torpedoes. The enemy is trying to move six ships from one base to another. Your mission is to stop as many ships as possible.

The submarine Spectrum is one of

the most advanced of its kind. An on-board computer will give you any information that its sensors are able to discover about the enemy shipping. It puts that such a sophisticated machine has a cunning way of responding with a "Hi There" and a right merry hunt you commence with.

While hunting for the enemy your sub is under constant threats from land-based guns: an attack if you stay too



**GAME:** PEDRO  
**MACHINE:** SPECTRUM 48K  
**CONTROL:** KEYS, FULL SMC JOYP  
**FROM:** MACHINE, £2.99

Stop the animals from eating the plants by pumping on them. Make sure the pump doesn't stall the wheels. The same goes as the Dragon version reviewed.

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

show/hide. Surprisingly the Dragon version is better. This one being very old. Back to control. **BC**



**GAME:** GUNG GUNG  
**MACHINE:** SPECTRUM 48K  
**CONTROL:** KEYS, PEDY, JOYP  
**FROM:** CH, £2.99

The final frontier is no longer space, but the mysterious world beneath the waves where strangely beautiful creatures glide up your neck and block your nostrils!

A little diver hangs by an octopus from a boat on the surface. Armed with a

spine gun (and breathers system) his task will collect three items of treasure from the sea bed beneath him.

There are 32 screens in Gung Gung and the player's objective is the same in each one. The game isn't as easy as all that, though in each screen there are all manner of marine nasties on the look out for you.

Fish swim to and fro, jellyfish drift towards you, periwinkles appear to shell and follow you eternally and crabs



# RAM • SPECTRUM • SPECTRUM

**NAME:** WORMATRACK  
**MACHINE:** SPECTRUM/MSX  
**CONTROLS:** KEYS  
**FROM:** PLASMORAC, £2.99

Guide the worms around the garden eating worms and avoiding black dogs, the garden wall and your own tail. Plasmorac apparently needed MSX for this program but it could have fitted into lines

As a professional driver you don't have to crash the fuel gauge, but you have five lives and must avoid all collisions if you don't want to live any of them.

The trouble with Knight's Drive is apart from the averaged display is that the progress reports take so long that waiting for another chance to play becomes rather frustrating. The final time they look on the screen does to make a note

GRAPHICS	3
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

that 14. Poor graphics, awful control keys - this is one of the cheapest games for the Spectrum and it shows. **SC**

ing. The trouble here they're not. The controls are rather fiddly, you need quick reactions to get round the bends. Sometimes it's more fun not going round, but crashing through the barrier and driving off through some rather steadily displayed trees and buildings.

Knight Drive is one of those games that would be great value at £2.99, or if it could fit into 16K, but most otherwise be



recommended a rather unexciting game, suitable to have the extra-power to keep up with the competition. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3

**NAME:** GRID PATROL  
**MACHINE:** SPECTRUM/MSX  
**CONTROLS:** KEYS, CURSOR/JOYSTICK  
**FROM:** COTYSDOWN, £3.95

Superheroes referees are required as you dodge laser bolts and blast robots on a grid. Sometimes you're killed before you've even had a chance to move or wonder why that game is so familiar

long on the surface - and reflections if you slide underwater too long. It's also possible to run against if the water is too shallow and the enemy ships have a strip of light behind them if you attack them.

Luckily for you your computer will give you advance warning of impending danger allowing you to take evasive action a little too close to your goal.

A radar helps you track down enemy

GRAPHICS	4
SOUND	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	3

To find out play Heroes Consultants' (in 24 hours left - reviewed elsewhere) in the store. Anyone getting a high score has my admiration. **SC**



ships and shows where the land masses are. This is a very good display even if it does seem a little on the slow side. Mines are great to monitor fuel and air supplies. You can refuel at one of the fuel dumps which are marked on your charts. You automatically take an air when you surface - a small display on the right of the display shows whether your value on the surface or submerged and how much water is beneath you.

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

**NAME:** ON LITHUM LEFT  
**MACHINE:** SPECTRUM/MSX  
**CONTROLS:** KEYS, JOYP  
**FROM:** HEWSON CONSULTANTS, £3.95

Race about a grid avoiding dots and avoiding those line lines that enemy laser beams on the perimeter. Very fast action and game finishes by the game who

patrol the bottom of the screen.

As the game progresses you also have to keep an eye out for sharks who will attack your ship. No real sense which run up from the sea bed at the end of long chains and block your progress.

As soon as you play Grog Grog you notice the resemblance with Ultimate's Jet Pan. There are a lot of differences between landing three points of interest and collecting three stages for your rocket. There are also similarities be-

GRAPHICS	4
SOUND	4
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4

between the two games' graphics and sound.

Grog Grog can be played by one or two players. It's made more enjoyable by a good choice of control keys, and it doesn't take long to get the hang of the game and start watching up some high scores.

CRJ have produced a very playable game. The only possible objection would be that it is almost too playable and doesn't present enough of a challenge.



but it's good fun and the faster you go should get more the more hardware goodies into your wallet. **SC**

GRAPHICS	3
SOUND	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	3

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# IM • SPECTRUM • SPECTRUM

**GAME:** TRIBLE TRIBLE  
 **MACHINE:** SPECTRUM 48K  
**CONTROLS:** KEYS, CRMP  
**FROM:** SOFTWARE PRODUCTS, £2.95

Savesie that Software Projects should give this game the name of its coding Commodore 64 game reviewed in this issue. The two games are completely different.

This one has a delightfully original feature in that you have no direct keyboard control over the tribles you are trying to avoid. Instead you control a character, Hippopotamus-like creature called from Skylander whom a trible will follow, but only when the two are close-enough to her.

So you start along gently with trible in tow only to see it suddenly dash off in the wrong direction because you moved a little too fast! You'll soon develop strong emotional reactions and start to feel positively guilty when one of your tribles jumps.



And crash they do, because there are five different deadly hazards you don't want to go through. Completing one takes you on to the next.

In stage 1 you have to collect rocks and throw them onto a waterfall to build a bridge across, while you and your trible can escape. But the noisy trible refuses to stay in the safety of the spacecraft while you do this. It insists on keeping you and wandering around the screen. You must manoeuvre the shipford

GRAPHICS	4
SOUND	5
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	7

at back again to prevent it falling into the waterfall or coming into contact with nasty red-trible-eating Brotop.

Stage 2 requires ultra-sensitive control as you guide the trible toward little round ponds which its droplets will eventually touch which drops her.

Stage 3 and 4 offer two more different tasks, while in stage 5 you have to support half a dozen escaped tribles through the narrow entrance of their pen before your re-supply runs out.

The game doesn't offer spectacular pictures or stunning sound effects, but an enjoyable and original five part challenge. And of course you will have the satisfaction of placing the trible long-dance normally in your debt. **CA**

**GAME:** MISSION GAMMA  
 **MACHINE:** SPECTRUM 48K  
**CONTROLS:** KEYS  
**FROM:** PULSONIC, £2.99

Remember the game City Bomber? The one where you have to destroy the buildings by dropping bombs one at a time? Well, Mission Gamma is a version of this.

OK, so there are fuel dumps on top of some of the buildings. You can fire missiles at the detonator you are carrying. And there are also missiles and bombs scattered in the air. Even with all this added no more excitement or better interest is offered than in the original.



missile. You have only two control keys, one to fire the missiles and one to drop the bomb. Your height decreases as you

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

move across the screen taking you nearer and nearer to the top of the buildings.

It is possible to change the difficulty of the game. You can change the speed (or not) the jetsome(s) at which you move, the height of the buildings and how many enemy aircraft appear.

The only good thing offered by Mission Gamma are a bright and colourful picture and a low price tag. **SNC**

**GAME:** MUMMY MUMMY  
 **MACHINE:** SPECTRUM 48K  
**CONTROLS:** KEYS, SMC CRM  
**FROM:** LONDON GEM, £2.95

In this one you get the chance to become an Egyptian mummy. You have spent plentiful millions in your past and until the ghost of Mad Clive disturbs your sleep.

To get back to sleep you must find the 25 magic scrolls which explain the ritual for your reborn. Just to make things difficult you are hindered by Bedog-Zob, Debrats and all around the ghost of Mad Clive.

There are three levels of play to Mummy Mummy. You start your escape at the top of your pyramidal mummy a few levels below you. You must dig a hole, lower a ladder, climb down and either a monster to chase you.

Before the monster reaches you you must dig another hole and bury a mummy



monster, but falls through.

You you're right, it is just a variation on the old and not of choice of Space Panic. Unfortunately it is a first good. The monsters don't seem to want to follow you, and when they do you'll have a hard time filling the holes.

Over through the first stage you find yourself inside the pyramid. In the level the ladders are already in place and you cannot place any more. Down at the bottom of the screen is a scroll which must be read before you can bury any

GRAPHICS	3
SOUND	3
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	3

more mummies. Once all the mummies have become part of the pyramid you will be whisked away to a new scene. You must read at least five scrolls before the door to your sarcophagus is revealed.

Once you get into your tomb you must collect the remaining 20 scrolls. Monsters in this room are unbearable and you must avoid them at all costs.

Mummy Mummy offers nothing really special. Graphics and sound are only average - you can do well, but the rest of the characters simply jump around the screen spoiling the overall effect.

The average games player will also probably find it tedious. **SNC**

# 10 • VIC 20 • VIC 20 • VIC 20 • VIC 20

**GAME:** VIC CRICKET  
**MACHINE:** VIC 20 + 10K  
**CONTROLS:** KEYS

**FROM:** SOPHISTICATED GAMES £3.99

Essentially a game for two or three players I found Vic Cricket to be a second-handed game.

The program is in Basic and consists of a real cricket match quite well. You have a visual show of batsmen ranging from

leaved over to full test matches even play with a team to your family or a friend game (which you find the real option).

The lack of a graphical display might put some people off but I'm sure you would rather have a game that played well rather than one that sacrificed technical quality for a lot of nice pictures and sound.

Tactical plays are numerous, ranging

from the batting -> victory display of the ball like test fixtures or ending along in Chris Davies feature. Bowling and batting are other areas where tactical play's smart play knowledge can be put to use and slow and driving can range from defensive to attacking.

Some of the other notable features were the consistent weather reports and updates on the state of the cricket which is always from the batsman's

**GAME:** TRAILS  
**MACHINE:** VIC 20 + 10K  
**CONTROLS:** KEYS

**FROM:** SOPHISTICATED £3.99

Control all Squares and 87 minutes give the goal drilling towards a goal - then suddenly the crowd erupts as Robson starts to knee to put United ahead. Now you can have exciting soccer action on your Vic 20.

**GAME:** LUPIN  
**MACHINE:** VIC 20 + 10K  
**CONTROLS:** JOYSTICK KEYS  
**FROM:** DRAGON, £3.99

Our hero Lupin has to find his way through the castle of the evil Count Von Vic to rescue his girlfriend and retrieve her stolen gems. The Count is determined to stop him and his robot guards at each of the chambers containing

jewellery. The greater the value of the jewellery the greater the concentration of guards. Bombs, hazards include pistol cans and guard dogs which must be negotiated both on the way to the chamber and on returning.

The jewellery is given greater priority than the girlfriend (obvious logic) and all her gold ingots must be recovered before Lupin allowed out can be saved.

Should this character task be

you have a pointer connected to it and given the option of loading a saved game. It then goes on to ask you to define longer - you can enter up to 32 letters.

Something that annoyed me was you could only have few letters to make the name. Anyway after wiping away the tears and impacting my tears I got into the game.

Features include a running camera

viewer when successfully then you start over with a greater number of robot dogs and pistol cans. If Lupin's caught by one of the robots to dogs then you lose your first level a loss and you start over. Contact with the pistol cans is just as fatal with a loss of life and a game restarting is imposed.

The graphics are adequate but pretty and several contents of what appears to be a famous 10 CC record (out of time)



**GAME:** DEFENDER  
**MACHINE:** VIC 20 UNEXPANDED  
**CONTROLS:** JOYSTICK  
**FROM:** BARRIT, £3.99

In this Defender type game you must fire your craft over a planet and destroy the hordes of invading alien. The scrolling planet backdrop is rather good and the attacking alien craft too pretty to be

incorporated with any real degree of proficiency. Sound is feasible but can't be called exciting. TT

GRAPHICS	5
SOUND	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4



**GAME:** BOB'S MURDER  
**MACHINE:** VIC 20 UNEXPANDED  
**CONTROLS:** KEYS  
**FROM:** PULSAR, £3.99

Bob's Murder or Pulsar's mystery Dredd-like graphics as Bob the Detective tries to avoid the ghosts and solve the case. This is a Basic program and is even less sophisticated game. The player

and hopes for a real time video and the agency Pulsar have got their wits fully crossed with this one. PC

GRAPHICS	1
SOUND	1
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	1.5



**GAME:** HOLLYWOOD  
**MACHINE:** VIC 20 UNEXPANDED  
**CONTROLS:** JOYSTICK  
**FROM:** MOORE, £3.99

Hollywood is yet another version of the not so original Frogger. Unfortunately it is written in Basic and is consequently slow and proves very difficult to control, the slow play

The graphics are plain and lack better whilst sound comprises quality effects and dull tones. Not at all the best offering from Megal Software. TT

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4





# IC 20 • VIC 20 • VIC 20 • VIC 20

(part of view)

Speed is only isn't something which comes into conflict but in this game proving '85 a low speed speeds things up quite considerably (good for controlling Greatball?) To slow things down again press F4.

If you like cricket, don't mind a bit of brain throbbing as you wade through the accompanying 45 page booklet and you have someone to play against then

Does the game let you

However, if your score is fast-moving graphics with plenty of sound then you'll well clear.

GRAPHICS	NONE
SOUND	NONE
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	2



they receive credits and medals in points such as 'Hit the bar' and 'Clean for penalty'.

The sound was poor to say the least but I found that after a few minutes I could tell what was happening by the readable score.

That will need computer freak's attention could tolerate with confidence as you live out your footballing fantasies.

All-in-all I liked the game very much, if only because it's a change from, how dare I say, my age- or boring old text adventures.

GRAPHICS	NONE
SOUND	3
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	4



Labyrin can be played using either keyboard or joystick, each giving a good positive response.

Overall the presentation, playability and concept of this game place it in the middle of the currently available Vic 20 games market.

It is not the finest game ever to have been written for the Vic and its recent availability may even give offence to some players. But it is a worthwhile

distraction for the more dedicated readers. I wish though that someone could explain why the hero is named after a flower.

GRAPHICS	4
SOUND	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4



## ▶ NAME: KINGDOM

▶ MACHINE: VIC 20/EXPANDED

▶ CONTROL: JOYSTICK

▶ FROM: MOUL, £6.95

As things go this is terribly crude in appearance, due no doubt to being listed on the Vic's standard 3.5k. Slightly enough it's quite playable and if most scores had been possible then it would

have been one of the better games for the unacquainted machine. Still it's nothing for Magal to test their clients about.

GRAPHICS	3
SOUND	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4



## ▶ NAME: SNOWJOB

▶ MACHINE: VIC 20/EXPANDED

▶ CONTROL: KEYS

▶ FROM: PUSCHKE, £2.99

This program is likely to raise your temperature with excitement. Knock out the blue blobs on the grid while avoiding the snowballs as they melt on to numbers and speed. A very basic game

in which people who really regret the snow. Do you want another game? The program asks. Probably not. It's a load of old snowballs.

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3



## ▶ NAME: HYPERMORPH

▶ MACHINE: VIC 20/EXPANDED

▶ CONTROL: JOYSTICK

▶ FROM: MOUL, £7.95

In Hypermorphosis you find yourself posed very precariously in a nest of Cybermorphosis (assigned a number). Your aim is to destroy the turks and Cybers eggs, which threaten to hatch

out of my nest. The turks and Cybers will attempt to crawl and destroy you so reflex movement and rapid fire are essential to survive.

GRAPHICS	3
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3



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## VIC 20 • GENIE • VIC 20 • GENIE

**NAME:** TRUPEE NUDGE  
**MACHINE:** COLOUR GENIE  
**CONTROLS:** KEYS, JOYSTICK  
**PRICE:** GAMESOURCE, £6.95

A one-armed brute leaping at you from your TV screen. Isn't that just what you always wanted?

I know software for the Genie is hard to find, but this basic program is better at least. Gamesource Software haven't even tried to prevent you saving the program, but then I expect they don't think there's anything there to interest anyone. They're right.

First let's say what's good about the game: it lets you enter your name so that high scores can be identified. It also lets you score high scores to tape. There are some pleasant musical effects.

Now the bad news: none of the



graphics that appear on the whole are pretty odd, with the captions on odd rather than pretty. There is no information within the program on the values of the winning combinations (or even what the winning combinations are) so you have to go back to the instructions.

When you've entered the character to

GRAPHICS	3
SOUND	5
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3

"nudge" you don't really know which one would be most likely to give you a high win because only one symbol is visible on each roll at a time. And of course, even if you do get a high win, you're not going to get any money, are you? No. Anyway, there are a lot of little top titles to make your choice. Genie—you got rid of them when you bought the machine.

You start with 20 units of pocket money. When I finished playing I had 47 units. Use the first one as my tip: I don't get a lick out of coming out on top. BC

**NAME:** GENEPEDS  
**MACHINE:** COLOUR GENIE  
**CONTROLS:** KEYS  
**PRICE:** PUNCH SOFTWARE, £8.90

If you're a Colour Genie owner then this is your chance to get out into the garden with a gun.

Just in case you've been asleep these last few years, I should explain that Genepeds is a version of Centipede, a game in which you do nothing except shoot everything in sight.

Lined up above your laser beam at the bottom of the screen are rows of mad-as-houses. A segmented Genepede visits the display from the top and makes its way downwards, dodging round the trap.

Moving your laser left and right and (to a small extent) up and down, you blast away at the descending bug splatting it into sections that sink one downwards until they are either hit (whereupon



they turn into mad-as-houses) or a scrap lies at the bottom of the screen to resp-pear again at the top.

You carry on firing at whatever comes one-way or another (spiders, descending bugs, and snails — oh yes, and the mad-as-houses as well if there's nothing else about). You have three lives to start with and you lose one each time you collide with a goods post.

GRAPHICS	4
SOUND	5
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	3

The snails leave a trail of mutant mad-as-houses behind them if the centipede bumps into one or dies because down to the bottom of the screen. Otherwise there are no surprises for those familiar with the game.

My only reservation about this version is that you get a bonus life every ten thousand points. I'm not the world's greatest centipede killer, but I found myself knocking up lives faster than I was losing them. You don't need to be a wizard of maths to realise that at that rate the game was going to go on forever.

Centipede's a bit old-fashioned these days, but with Genie games on this as the ground this has to be recommended. BC

**NAME:** COUNTDOWN  
**MACHINE:** VIC 20 + 870K  
**CONTROLS:** JOYSTICK, KEYS  
**PRICE:** PARAGONENT £3.90

This is one of those games which cast the player in the role of assassin of humanity. If you don't like people you probably won't be able to resist this one until the end of the thing.

The problem is the bomb which some busy scientist has planted in the sewer beneath the city. Now he's holding the government in an unoccupied mansion. Naturally, your task is to defuse this explosive device. But at the moment you are imprisoned in the crazy builder's house. To get to the bomb you have to escape from the house, fight your way through the jungle and get down to the bottom of the stony sewer.

First screen in the house, a red brick wall on a pink background. Starting in



the bottom right hand corner you have to work your way to the end of the top. You must pick up keys to get through the pits and try to avoid the various electrical security devices. Oh, the way you can also collect treasure for bonus points, although this seems a little distracting when the lives of so many people are at stake.

The next stage is the jungle, repre-

GRAPHICS	3
SOUND	5
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4

sented by four big red trees. Dangerous are four purple cocoons and even nastier plants. To get the necessary key you have to get the squiggly green ropes to the tree tops.

The final screen is the sewer, built in deep blue brick. Here the only obstacles are poisonous green liquids. Avoiding these you collect four keys and finally go on to save the human race.

The graphics in this game are colourful enough, but are much too busy to be of great interest. Sound is quite good with suitable loud and shocking electrical noises. The real problem is that the game is just too easy. BC



# Screen Test

# ATARI • ATARI • ATARI • AT

**GAME:** MASON  
**MACHINE:** ATARI  
**CONTROL:** JOYSTICK  
**PRISM NUMBER:** 29 99

This is a very neat reworking of the old Pac-Man theme. The maze is a marvel board with a gold on black screen board. Your man, Masi, has to be kept around the circuit (much like the road race games). The aim is to clear the board of all the nasty geometric bits scattered randomly around the maze.

These bits are geometric shapes pulling with colour. Only four bits can be picked up at any one time. Masi has to be guided to the top right-hand corner of the display to output these bits. Once done the last few more bits go on. When all the bits have been collected from one chipmunk, a new one is generated.

The board is, of course, infested with nasty bugs. Masi has a laser which



blows them back into pits or just harmless eggs. These still cost you a life if you bang into them, but at least they are necessary. The maze is three times the width of Masi, but he jumps to the central lane.

Bugs hit the walls of the maze for the most part, but they cross over into the central lane when you level up; it is visible only for the bugs when they are visible so that with you in the central

GRAPHICS	7
SCORE	7
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	8

lane. Since you don't see the whole printed circuit board (only a portion of it) so on the screen at any one time) the game designers have thoughtfully included a meter which shows the location of Masi relative to the bugs.

There is also the very Catch which appears after a number time interval. This has to be hunted down and shot or after some predetermined time period it explodes, destroying the chip. When it appears a bombast starts to sound. This speeds up as the time for the explosion draws nearer.

There are 32 skill levels and the graphics and sound throughout the game are very good. **TH**

**GAME:** PROGGIE  
**MACHINE:** ATARI  
**CONTROL:** JOYSTICK  
**PRISM NUMBER:** 29 99

At last a superb cartridge version of Frogger for the Atari! This is the genuine view, the real Frogger complete with that wonderful theme tune.

The graphics are as good as you would expect and the packaging on this game sets a standard for the industry. Frogger comes with a 14 page manual, complete with colour screen shots. The instruction book is printed in French, German, English, Spanish and several other languages — the game is clearly destined to take the continent by storm, if it hasn't already.

Score on 14 pages the manual doesn't have much in the way of tips, but



reads Frogger hoppers. There are, not the usual warnings not to try hopping a corner of the zigzag line (and showing out of that particular hole).

Once you realise that some Frogger vehicles start in a last-view position. Those with ageing reflexes will appreciate being able to work it out something less

GRAPHICS	8
SCORE	7
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

than lightning speed.

Crossing the road is less of a problem than it is on some versions. The pace of the traffic, even on the fast version, is so slow it's easy to hop your frog from side to side dodging the trucks and cars while looking for a virtual gap. The tricky bit is always in the river. The turtles tend to dive from left to right, with lethal results if you don't get frogging.

Once all five frogs are loose, the pace picks up (even in slow mode). Trucks appear on the sidewalks and logs and fill you very fast. **TH**

**GAME:** Q\*BERT  
**MACHINE:** ATARI  
**CONTROL:** JOYSTICK  
**PRISM NUMBER:** 324 50

This is the cartridge based pyramidal hop game that has built up a large following. As with Frogger reviewed on this page, the game is superbly packed and there are no coloured screen shots in the manual, but you can read the instructions in no different than seven languages including English.

Q\*bert is a game that I find impossible to play through unless you're to have no difficulty. The aim is to bounce Q\*bert your engaging hero down the 30 game end of tubes, collecting such gems as Q\*bertian lives.

That would be difficult enough in its own right since Q\*bert can be made to



hop off the sides or bottom of the pyramid very easily (jumping off into space, of course, first).

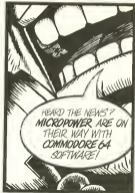
The problem is that joystick control is a little sticky. It is all too easy to hop diagonally left when you wanted to hop diagonally right or down or up or whatever.

GRAPHICS	8
SCORE	8
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8

To make a different task, impossible there are a number of bonuses (things which sound about the pyramid) that aiming to stroll on Q\*bert. These include the roll and people belts. Coby and Ugg.

A year of lying down, one at a time side of the screen, will carry Q\*bert back to the top of all pyramids and out of the way of the villains. Lying on a disk is the only way to get rid of Coby, since he follows and kills to his doom. A nice touch, if a bit overdone, is the cartoon voice bubble that Q\*bert gives off whenever he is caught. **TH**





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## ELECTRON • BBC • ELECTRON

**GAME: CHECKOUT****MACHINE: BBC MODEL B****CONTROL: KEYS, JOYSTICK****FROM: VIRGIN, £7.95**

Assault? Take this game away from me! I can't stand a day longer!

This is one of those moderately simple games that has you aiming precisely at the screen for hours on end. Don't lay it at your video game's feet.

Checkout is very similar to Arcade Software's *Demco Demolitor*. The aim of the game is to colour both squares on the screen by looking over them.

Once you're coloured in all the squares you move on to the next screen and do the same thing all over again. In Checkout, however, you must enter each square twice before it registers the desired colour.

This is where the strategy comes in



located by entering a square three times, then it changes back to its original colour.

Arcade had an octopus patrolling their screen - Virgin have gone for a robot which moves about at random and aggressively gives a blast as its beams that cost you a life if you happen to be in the way.

GRAPHICS	2
SOUND	3
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3

My only gripe with the game is with the robot. It isn't intelligent, and never passes the square at the edge of the screen. However it does move quite fast and you have to be reasonably careful when you venture out into the middle of the grid.

If you enjoy simple, repetitive games then either *Demco Demolitor* or *Checkout* will give you a good run for your money. Checkout has better graphics and more features, but Arcade's octopus has brains as well as brawn. You end up in the madhouse whichever one you choose. **BC**

**GAME: SHUTTLE PILOT****MACHINE: BBC****CONTROL: JOYSTICK, KEYS****FROM: GAMESAR, £9.95**

Flight simulators are a dime a dozen these days so you really need a gem-stick. In this case the difference is that you are piloting the NASA Space Shuttle (rather than an ordinary plane).

Really this doesn't make it a very interesting program. Your mission is in four stages: take off, satellite attack, re-entry, emergency and finally landing.

In none of these parts is there any great attraction for the potential astro



ner. (That is, unless you get to the bit to do - which takes control from, since the instructions are less than exhaustive - it

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

will be easy.

The graphics don't compensate for the lack of interest. The screen displays the usual viewing window and attitude meters and you're offered a choice of background colours. Black and white seems to be default. The sound too is nothing worth travelling to deep space for. Microdeal's *Space Shuttle* is a better bet. **PC**

**GAME: TRAPFALL****MACHINE: ELECTRON****CONTROL: JOYSTICK, KEYS****FROM: SQUARE SOFTWARE, £2.00**

Square Software seem to have a thing about flying balls. First it was golf balls in *Supersoft* - now it's cannonballs in *Trapfall*.

This isn't as irrelevant a remark as it might seem. The program has a lot in common in *Supersoft* you had to choose your club carefully in order to land your ball in the hole. In *Trapfall* you must judge the elevation of your gun carefully to hit your opponent's



major general from his up.

*Trapfall* is a two player game but you can play against the computer if you

GRAPHICS	5
SOUND	4
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	4

want to. This rule to end all the other rule-children.

Despite the pretty graphics that flash on to the screen whenever two ships come into combat, *The Impulse* is a rather unimpressive game. There's a little scope for strategy and once you've grown tired of calculating trajectories you might as well eject the tape. **BC**

**GAME: HUNTER HILL****MACHINE: BBC****CONTROL: JOYSTICK, KEYS****FROM: PROGRAM POWER, £7.95**

This a colourful version of the arcade game in which you push a creature around a maze with revolving doors trying to eat some things while avoiding others.

In this case the creature purports to be a bewilder-bee. It's the first blue bee I've

**CONTROL**

Your pimple bumble wants to eat the pollen grains which are scattered throughout the maze. He must make sure though that he doesn't get trapped by the beehives (and so on). There are very pretty red and white spotted bugs but are unfortunately poisonous. The 'beehives' of program food are also likely to make him tremble (yuck).

Definitely subtle though are the occasional fruits which appear as bonuses in the center of the maze.

GRAPHICS	7
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	6

berry (ahem, sweet) sometimes and tropical bananas. Get to them quickly or they run into whirling, purple spiders and carry also you. Using the doors as protection you must eat all the pollen grains before reaching to the transporter and message to the next page. **PC**



WHAT?  
MICROPOWER  
RELEASING  
COMMODORE 64  
SOFTWARE?  
FANTASTIC!!





## ELECTRON • BBC • ELECTRON

**NAME:** JET POWER JACK  
**MACHINE:** BBC MODEL 2  
**CONTROL:** KEYS, JOYSTICK  
**PROGRAM:** POWER, ET 88

There are five screens to jet Power Jack, and he is faced with the same task in each one. Using his jet-pack to thrust him into the air he must cross the screen to collect fuel pods, and then return to where his flying season is waiting for a top-up.

Jack starts off in the top left-hand corner, and in the first screen he has to hop over platforms to platform Spikes placed down the ceiling in some places, and evil aliens hang like bats above his head.

The real challenge in Jet Power Jack is mid-air control. Moving left and right is no problem, but maintaining the correct altitude using the thrust key is very difficult.



This makes the second screen, where there are large amounts of open space to be crossed, very challenging. In the third screen, alien glowers at you from gaps that are held to track and in the fourth screen spires hang from the ceiling block your path.

Throughout each stage remains music continues to help up and down at various parts of the screen, and these light-paths become steadily less pre-

GRAPHICS	7
SOUND	7
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

dictable as the game progresses.

The final screen features a huge alien awaiting at the bottom of the screen, and gives open space to be carefully negotiated.

Until now BBC owners have been left out of the fun given by Ultimate-style games. While this one is no Lunar Jetman, it could help to fill a gap in the market.

Apart from an annoying screen black-out after you lose one of your three lives Jet Power Jack is well-presented with reasonable graphics. The sound is loud but can be turned off and there is a pause control as you can cover the phone. Don't expect a high score with out a lot of practice. **BC**

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT •

**NAME:** DORCMASTER  
**MACHINE:** BBC ELECTRON  
**CONTROL:** JOYSTICK, KEYS  
**PROGRAM:** ACORN USER, ET 95 CASL,  
 £10.95/85K

In a secluded valley in the depths of Knapandy two warlike members of the Dracothian Order of Trazonic Knights don their armour and unleash their swords as they prepare to wage their difference in combat.

That's the basic premise of this very entertaining two player game in which steel slugs on steel and terrible wounds are inflicted.

The medieval hunting includes a list of orders for Trazonic Knights. They must screen for enemies from talking to women which seems a bit hard to see. Perhaps that's why they're always going out for duels.

After a starting rendition of Elgar's

Enigma Variations the screen display appears a black valley between two red hills with a deep blue sky and yellow sun in the background.

The two duelling knights start at either side of the screen in the foreground. On each of the overlooking hills stands another knight with a raised sword which falls lower as the combat's strength is sapped.

The players control their men using four keys plus the shift lock or easy keys for movement. Swords can be lowered or raised by using the same keys with or shift lock on control.

The fun of the game is in pursuing your opponent up and down, forward and back in an attempt to force him to fight. When you do catch up it's laughter all the way as swords rip through armour or slice through limbs a steady makes you squaw.

The sound when the knights are fighting is a very authentic rocky clanking, and the way that they stagger back as swords clash is very impressive.

Dorcmaster is an interesting entertaining game with excellent graphics and animation. Keyboard control will impress all but the most picky of players. The only real drawback is that the screen display never changes, which could lead to you experiencing a certain amount of déjà vu. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	10
LASTING INTEREST	7
OVERALL	8



# THE MONTH • GAME OF THE MONTH



# FORTRESS

BY

## MAT NEWMAN

GAME OF THE MONTH: JUNE 1994

ILLUSTRATION BY [unreadable]



# MONTH • GAME OF THE MONTH



**GAME:** ADDRESS  
**MACHINE:** SBC II  
**CONTROL:** KEYS, JOYSTICK  
**FROM:** PACE OF ESCAPE, \$11.95  
**DATE:**

So you think you're an expert, old space pilot. You consider yourself to have nerves of steel, laser sharp reflexes, and an extensive knowledge of advanced battle techniques. Then it's time you embarked on a mission. *Address* is guaranteed to shatter your illusions.

Make no mistake. This is the closest entertainment to the action on a playfield it's the real thing—a 3D attacking raid of such terrifying realism that if you're of a nervous disposition, I strongly advise you to stick to space invaders.

Just weeks have already expired since this kind of action in a game called *Zaxxon*, which has swept the United States. *Address* is loosely based on *Zaxxon*, but it's not identical.

Both games achieve stunning 3D realism in a unique way. Instead of flying left to right as in 2-D games like *Asterix* or away from you as in most attempted 3-D games, your space craft swooshes diagonally toward the top-right hand corner of the screen.

That at least is the illusion. In fact, the position of the craft changes little. But the terrain you fly over is constantly scrolling in the opposite direction.

Your craft is hard-core delta winged beast that at constant speed, but using two legs you can steer it to the left or right. Two more legs will alter its height above the ground, thus being elevated very convincingly by the craft's shadow. As you dive, you move much closer to the shadow, and at the same time your engine noise changes in pitch.

The effect is superb, but what makes *Address* so special is that it combines this 3-D realism with fast moving action.

OK, the controls are marginal. You're simply trying to get through a barrage of obstacles in order to destroy a multi-legged robot. But the pace at which things happen is dizzying.

You begin by flying over deserted terrain, allowing you four seconds in which to adjust to the perspective, position your fingers over the controls, and steady your nerves.

A wall looms up. There's a gap at the top. Carefully move forward and you're through. But already your fuel gauge has plummeted. You must quickly dive and begin taking out the fuel dumps and terraformable terrain.

Skimming the ground, you job is strictly at the fire button. Two fuel dumps disappear with a satisfying whoosh giving you a few seconds more fuel that look cut. There are barely trapped mobile cars all over the place. Fly over one and you're dead.

Keep an eye open too for the laser



tarrets which keep up a constant barrage of fast-moving projectiles. You swing into low with one so soon as it comes into view, unleash a quick burst of fire and rapidly bank away to avoid being hit. Mission? You hit it.

Your pulse rate increases as you climb to clear a second wall and then drop to ground level for another fast dump. Then comes your moment of greatest danger: A huge C-shaped-shaped missile is hurtling toward you. You swing left, it follows. You dive, it follows. It's locked-on your course!

Your only hope is to wait until one second before you set, climb steeply for half a second and then DIVE. The guided missile can't quite respond fast enough. You're clear!

Thirty seconds of tense later another wall appears. You climb to clear it and AAAAHH! A laser field has appeared blocking your path. Only a tiny gap is left. You hammer the down control and open fire. There! Your shots are going through the gap. Your height is right. You're through.

In the next phase of the game, fast dumps are low and far between. Your evil four legged robot which you must wipe out is approaching. Hit it four times and it's destroyed.

Believe me my friend, it'll take you many nights before you succeed. And when you do a new obstacle course awaits you. Succeed at that and the act on gets even faster.

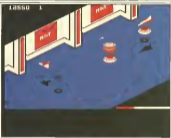
There's no doubt about it: Fortress is one of the most impressive games available on a home PC now. For the BBC owner it's an exciting bug abler; several months which have seen few more intense.

In many respects the best of the game is even better than that of Zaxxon. The scrolling and movement are beautifully smooth, the sound a delight.

One valuable feature is the option of reducing the control keys to those you find most natural. There's also a high score table and you have the satisfaction of being able to start a new game as soon as the old one is finished... no frustrating pre-game sequences at all though.

The program uses four colour high resolution graphics and takes up every available byte of the BBC's memory. Early versions of the program disagree with some machines and crash after about 20 minute's play. But Pace say they'll put this right.

This bug apart, Fortress is an absolutely magnificent piece of programming. Play it if you dare. CA



## Stardom at sixteen

**T**he 16-year-old programmer of Fortress, Matt Foreman, isn't as smart as you might think - he agreed to sell the rights to the program outright without even seeing any sales-based royalties. If the game sells as well as we think it will be worth looking himself in a new coat for a new skill, when you're in the middle of stepping for A levels, it's hard to concentrate on business affairs.

Despite the obvious similarity to Zaxxon, Matt himself has never played the game. "It was described to me by a friend," he told PCG from his home in Abernethy, Bucks. He drew me a picture and I thought that looks impressive (I'll bet).

It took him about three months to write, working in the evenings at weekends and in school holidays.

It's the best 3D game I've ever seen on the home. My record score is 137,000 - that's going through it five and a half times.

Agent from Fortress, Matt's favourite game is Acornsoft's version of Defender, Planetoids. He's had five BBC for 14 months, having been introduced to micro two years ago with a Sinclair.

And Fortress isn't his first game. He's had two previous releases, including Program Power's Alien Squad that is the latest he's considering a move away from game programming to produce some business software.

Does it do it? Not too much either. Have some more Fortress quality games



GRAPHICS	10
SOUND	7
ORIGINALITY	3
LEARNING INTEREST	5
OVERALL	7



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PCGM



# • ORIC • ORIC • ORIC • ORIC

**GAME:** PASTA BLAZER

**MACHINE:** ORIC 1 (ATMOS)

**CONTROLS:** KEYS F A S C

**FROM:** ALCADA, £5.50

A terrible responsibility rests on your shoulders when you play this game. The fate of Italian entering diplomats is yours! If you can imagine a world without spaghetti, alla carbonara, crump pizza and enormous tank frutes then you've got the background that here.

The scenario has you armed only with a space quarter, trying to fight off the Ravenous Marsh Rabbits and the Wandering Pasta Producers as they attempt to strip you of your reviled but (not)fresh ingredients level.

The game plays like a cross between *Centipede* and *Atlantis*. In the middle of the screen is your quarter — a red container surrounded by the large plastic tomatoes that need to be hid



kickback on Mungy Barn. At the sides are the six purple reviled ones you are trying to protect.

You can rotate and accelerate your quarter while being at the shooting gallery volleys. They're very manageable in the form of Pasta Pasta, somewhat like snakes in green, blue and yellow who wriggle on so make off with your loot. It's essential to stop them twice

GRAPHICS	8
SOUND	7
COMPLEXITY	7
LASTING INTEREST	6
OVERALL	7

when your quarter is squashed a reviled for bonus into your new weapon.

Various Pac-Persons will go for the quarter. Type A is mindless and can be easily killed or avoided, but type B is more intelligent and will make straight for you.

As your Pasta Producer level at the bottom of the screen goes down you have to try and guide the pill which appears. This can prove tricky as steering the quarter is not the easiest of tasks.

Pasta Blazer is an enjoyable game with a wacky scenario. Graphics are very colorful and the movement is smoothly smooth. The sound is also fine with lots of squelches and splats. **PC**

## ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

**GAME:** M.A.R.C.

**MACHINE:** ORIC 1 (ATMOS)

**CONTROLS:** KEYS

**FROM:** P&S, £4.75

M.A.R.C. is one of the few original space shoot-outs I've come across.

There are five cities on the map, each housing two asteroids. They'll enter attack from southern and north-southern legs. If a city is destroyed the asteroids fly into the open and wait to be rescued.

At this point the enemy attempt to carry off the bodies. Rescuing them appears as if they bounce above one of the asteroids then they carry him up into space to destruction.

Meanwhile up there you have not been idle. Having loaded and refuelled aboard your mother ship, you have been

in hot pursuit of the opposition. Starting every on your laser.

The screen takes place above a 3D landscape, which means that not only must you be at the same height as your opponent, but you must also take depth into account as well. The relative positions of all the battling ships are shown by small shadows that they cast on the greenish sea.

Your immediate concern is to rescue the scientists by lowering a ladder to them, which they scramble up. You must then ferry them to the mother ship.

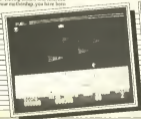
The problem with M.A.R.C. is one of control. In order to move you need left, right, up, and thrust controls. Unless you keep the thrust handy you'll succumb to gravity and crash.

Luckily P&S have given you the op-

tion of utilizing your own keys. The best solution is to define one key as both fire and thrust, which means you use a lot of fuel but at least it makes the game playable.

Graphics and sound are both well handled in this game, which despite scoring rather low on playability remains an exciting challenge for the casual player. **PC**

GRAPHICS	8
SOUND	7
COMPLEXITY	8
LASTING INTEREST	8
OVERALL	8



# DRAGON • CGL • DRAGON • CGL

## GAME: STEP UP

**MACHINE:** CGLAS

**CONTROL:** JOYPAD

**FROM:** COMPUTER GAMES LTD., £29.95

A good King-style game. Instead of the gorilla you are faced by little green monsters crawling over, bats and spiders. Should you reach the tenth level a Beverly Hills cop will descend and carry you

off to the next screen. Well-attended monsters, reasonable sound effects and an enjoyable pace.

PC

GRAPHICS	7
SOUND	5
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

## GAME: GUTTING GORONG

**MACHINE:** CGLAS

**CONTROL:** JOYPAD

**FROM:** COMPUTER GAMES LTD., £29.95

The famous title of this game gives you no clue what it is about. So let's read the blurb.

You are a railroad builder. Lay the tracks to the station and drive the train

## GAME: 3D SPACE WAR

**MACHINE:** DRAGON 32

**CONTROL:** KEYS, JOYSTICK

**FROM:** HEWSON CONSULTANTS, £7.95

3D Space WAR is already a successful game on the Spectrum, and now there's a version for Dragon owners. Your mission is to work out the kinks and be the best there.

The display is in black and white but don't let that put you off. Fine detail and realistic 3D effects make up for the lack of colour.

The main area of the screen shows the view through your cockpit, with jet engine detail and the rest of the universe complete with striking field-of-view effects around you.

Also provided on the display are a large-range scanner, speed and colour

score, and number of stars destroyed. A fuel gauge shows how much time you have left - fuel is used up when you fire and when you're hit by the enemy.

Each star is worth 250 points, and the opponent gets more aggressive as the game progresses. You have two opportunities to wreck during each turn, but you must find the halting station code so. This is a 1-on-1 game and it is impossible to distinguish a from other

## GAME: PEDRO

**MACHINE:** DRAGON 32

**CONTROL:** KEYS, JOYSTICK

**FROM:** IMAGINE, £5.50

In the latest release from Imagine you take on the role of Pedro. The love of Pedro is his garden. After many years of hard work and tender loving care Pedro now has the most beautiful

garden in Mexico.

Unfortunately for Pedro his cat just a herd of rovers. All of the animals he sides around have acquired a taste for Pedro's plants and are always breaking into the garden to eat them. As if having to control the animals wasn't enough the local tramp keeps trying to steal all of Pedro's assets.

Pedro does have a few ways in which he can protect his garden. If the tramp

turns up Pedro can jump up and down to scare him off. Jumping is also a good way of getting rid of the animals - if you land on top of one you squish it. (Once again we apologise probably to all animal lovers.)

In the garden there is also a supply of bricks and compost. Any holes in the garden fence can be filled up with these items to keep the animals at bay (at least for a short while).

## GAME: NORTH BEACH

**MACHINE:** DRAGON

**CONTROL:** KEYS, JOYSTICK

**FROM:** SHARPS SOFTWARE, £3.75

This is one of those games that tries to give you a taste of the world of big business and the thrill of making your fortune drilling for oil.

There are two programs like this on

the market for the simple reason that they are easy to write. The player is given a total money and a limited number of ways in which to spend it. Success or, should be decided by the correct use of your resources.

In North Sea Oil you have a weekly budget of £1 million. You are allowed to divide this between three accounts - drilling, consumables, spare fuel and accommodation for your workforce.

How to make the appropriate allocations you must then navigate your supply ship across the North Sea to the drilling platform. The player must take into account wind and tide when setting a course. The longer the voyage the more supplies get washed overboard on route.

Once you're arrived safely you're asked to divide your workforce between drilling, maintenance and services. You

## GAME: 3D SNOOK ATTACK

**MACHINE:** DRAGON

**CONTROL:** KEYS, JOYSTICK

**FROM:** HEWSON CONSULTANTS, £7.95

Shooting down alien spacecraft which fly towards you in 3D is not exactly original stuff. Snook's however offers pretty good graphics for the Dragon. In fact the explosion at the end of the screen is a nice touch.

A game worth having a look at, although some will find it pretty easy to win.

SNK

GRAPHICS	8
SOUND	8
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	8

## TITLE: SPIRIT'S MAGIC

**MACHINE:** DRAGON 32

**CONTROL:** KEYS, JOYSTICK

**FROM:** KNIGHT SOFTWARE, £17.95

If you mention the Dragon to anyone who's "darker" they know about computers they will probably laugh at you. Computers such as it's got no spirit, or the world is long will probably abound. These facts may be true but the Dragon does have a very good version of them with some very powerful graphics facilities.

With Spirit Magic Knight Software have tried to put into some of the so-called "Bans" of the Dragon and have done an excellent job.

Spirit Magic gives the owner of the 32 the ability to learn up to 128 spells on an auto repeat keyboard, in all graphics modes, enhanced sound facilities

and a high resolution.

There are 128 spells not given for sound, however will output a specified sound of a spirit just off the edge of the screen or collision with some other object. There are two different forms. With a number between 0 and 15 after it one of Spirit Magic pre-programmed sound effects is heard. Alternatively you can get a series of parameters after each which will allow you to define new sound effects by drawing a rate of change of volume etc.

For anyone who doesn't know a spirit is a large graphics character that can be placed at any position on the screen, moved about smoothly and controlled if it hits the edge of the screen or another object. With Spirit Magic you can create up to 128 different spirit characters. Allows spirits 0 to 7 to be animated automatically, or they will follow a sequence of drawings. This





# GL • DRAGON • CGL • DRAGON

as you go. Both at the same time? Sure, but true.

The screen is made up of squares over which the track is laid. However, one of the squares is missing. So, to keep your chaff chaff-colting you have to constantly rearrange the board.

It's not too bad when you've got the track to yourself, but often there are oncoming trains to avoid. These plus the problem of plotting a route are

what the great racing over boards (Graphics are adequate rather than impressive but the speed is pleasant enough with its puffing and whistling noises. **PC**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4



obstacles on the long-stage trainster.

During flight you can adjust your speed to one of eight settings. At the higher speeds you tend to get lost, but it's also more difficult controlling your ship and getting the fuel tanks to your rights. Speed has no effect on fuel consumption.

3D Space Wars is definitely one of the better shoot 'em up games on the Dragon. The sound isn't too bad and the

graphics give a convincing impression of deep-space drifting. A worthwhile romp through the universe for those with time (and hardware) to burn. **SNC**

GRAPHICS	5
SOUND	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4



Pedro's garden is displayed in 3D, and this looks very nice, but it does make the game a little difficult to play. You would imagine that moving the joystick up or down the screen would move you straight up the screen, unfortunately this isn't so. Because your view is displayed at an angle, Pedro is moving into the garden but making it difficult for you to judge where you will end up. Overall

a game that looks very promising but unfortunately doesn't live up to expectations as it lacks the playability that would keep you hooked. **SNC**

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3



are then presented to drill a certain number of wells depending on your performance so far. The more wells you drill the more money you'll earn.

Strategy games are usually written in Basic, and are not usually relied for speed and special effects. North Sea Oil is no exception. More accurately the number of oilpans open to the player is seriously limited in this game.

The only thing to favour of this game

is the inclusion of the sea-crossing which adds a much-needed touch of originality. Oil tycoons are unlikely to be impressed. **SNC**

GRAPHICS	3
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4



means that you can have a man running across the screen or the blades of a helicopter spinning etc.

Probably the best way to use what a program such as Spruce Magic can do is see some examples. Knight Software kindly include on-line demonstration programs. Programs range from a maze game to a utility that allows you to rotate the character set. If you really want to know how to use a program like this to its full then read the examples very carefully.

There are many more commands and features to Spruce Magic than have been mentioned. Put the power of these new commands together with the existing Basic commands and the Dragon turns into a very powerful machine.

If you would like to write games programs then spare the expensive price tag of this package — go out and buy it. It's worth every penny. **SNC**





# MEMOTECH • MEMOTECH • A

**GAME: DRAUGHTS**  
**MAKING: MEMOTECH INC.**  
**CONTROL: KEYS**  
**FROM: CONTINENTAL, \$7.95**

The first time I played draughts I was roundly beaten by a six-year-old, so I felt far from confident as I settled down to manual combat with the artificially intelligent player. Was it, I wondered, my own lack of understanding as to how to maneuver that to a boy's child?

During the first game I found myself thinking that I shouldn't have worried, I was creating the thing. Admittedly, it was only on the first of the more possible levels, but you've got to get your confidence back somehow, haven't you?



As the machine blundered away it was good to see that it was moving very quickly—but so quickly that the human player is sometimes confused as to whose turn it is.

GRAPHICS	3
SOUND	None
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

After this insignificant victory I moved up to level four. The program now provided much stiffer opposition and still made its moves reasonably quickly. But even a mediocre player should have little trouble winning.

Error display in this program is in yellow and green—clear and unobtrusive. One criticism is that the package includes no instructions on how to start a game or option. For those who like draughts will like Draughts. **PC**

**GAME: KILGRADE**  
**MAKING: MEMOTECH INC.**  
**CONTROL: JOYSTICK, KEYS**  
**FROM: CONTINENTAL, \$6.95**

There are two essential requirements for any version of *Kilgrade*, speed and low corner. *Kilgrade* ticks both of these and so does not qualify as one of the more diluting messages around.

The game's graphics, though, are colorful. Yellow mushrooms on the familiar light-bulk style are spread over a black background. Through this vegetation comes the registered blue *Kilgrade*. Your laser beam is very visible, but doesn't do anything like



fast enough.

There are, of course, more hazards than a mere centipede. You are told to avoid "killer crabs, bomb spiders and

GRAPHICS	5
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

plyfish," though it's hard to tell what relation the given half-moon shaped creature has to the beginning letters to any of these.

Overall the game is mostly average and is no better than the many other releases available for other machines. Given the Memotech's specializations we might have expected something considerably more sophisticated. **PC**

**GAME: SUPER MINEFIELD**  
**MAKING: MEMOTECH INC.**  
**CONTROL: JOYSTICK, KEYS**  
**FROM: CONTINENTAL, \$6.95**

Veterans of World War II could get a pleasant, or nasty, feeling of nostalgia as they play this game. The object is to get from one side of the minefield to the other without, of course, being blown up.

The trouble with mines is that you can't see them. This is because they are usually underground so what you need is a mine-detecter. In this game, though, all your detectors in the corner of the screen will tell you in the number of



mines there are near you.

These could be left or right, up or down. You must then, use "legs, skill and ductility" to plot a safe route across the screen. As you move to a

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

new line space a white blob appears. Using these markers and the detector you might just get through with all your limbs intact.

The graphics in this program are disappointing, a patchy mixture of green and yellow. The sound is also dull with its poor noises for movement and explosion. On higher levels there are nasty spiders on the walls and tanks which re-arrange the mines. But they don't really make it any more exciting. **PC**

**GAME: BLOBBO**  
**MAKING: MEMOTECH INC.**  
**CONTROL: KEYS, JOYSTICK**  
**FROM: CONTINENTAL, \$6.95**

Don't be deceived by this name, *Blobo* is a very close relative of *Pac-Man* in the extremely limited area of maze games available for the Memotech. It stands up as an enjoyable, if not an outstanding, program.

*Blobo* is a blue creature with a much sharper nose than his name suggests.

His job is to snuff around the maze eating the delicious fruit which appears. Bananas, cherries, apples—*Blobo* loves them all.

But it's not so easy to eatify his appetite. The maze is also infested by the *Blobo* eaters, monsters whose only dream is to consume our hero. They come in a variety of sticky colors, have twinkling eyes and are topped with hair-vert fuzzy hair do's.

As in *Pac-Man* there are power-pills in the corners of the maze which enable *Blobo* to eat the monsters for a few

GRAPHICS	4
SOUND	2
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

seconds. There are also deadly shells and cross-bones.

The graphics in this game are pleasant without being exciting, but the sound is very good. The background has alternates between horizontal-ripe patterns and the rotating stripes of what I think is Greg. **PC**

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## TANSOFT

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**CREATIVE SPARKS**



**L**et's admit it, last month's game wasn't exactly a PCG but that it should have given you some important first ideas about programming. This time you'll be going on to learn two more key ideas: how the computer handles text, and how you can get movement on screen. This one is to end up with a game called *Letter Adventure* which should run on any of the popular home micros.

It works like this: advancing across the screen is an ever lengthening line of letters. You destroy them by hitting the same letters on the keyboard. OK, it's not quite Defender but if it does you're more used your keyboard like pressed lightning.

In order to make the game challenging, the attacking letters need to be selected at random. You learn fast how to generate a random number. But how does the computer generate a random letter?

It can't directly find positions to get a to select a random number and then convert this to a corresponding letter. This is easier than it sounds because your computer already finds each letter of the alphabet with a different number. For example, A is 65, B is 66, C is 67 and so on through to Z which is 90.

This math-up system is internal (doesn't appear) and is called the Ascii system. You can make use of the system with this magic sequence of letters: `const` (the `const` is short for character) if you follow these letters with a number in brackets, between 65 and 90, the computer will convert the number to its corresponding letter.

For example by typing in `print chr(65)` followed by `<Enter>` The computer should print the letter A.

So in order to produce a random letter the computer must simply select at random any of the numbers from 65 to 90. You learn fast how to generate a random number ranging from 0 up to any given number. This needs to be adapted to produce the random numbers we want. This program list does this: `chr(65+rnd(26))`.

```

10 chr(65+rnd(26))
11 chr(65+rnd(26))
12 chr(65+rnd(26))

```

To understand a work through it from the back, `rnd(26)` generates a random number of anything from 0 to (but not including) 26. These numbers will include decimals such as 17.43223. But all we want is simple whole numbers such as 17. So we chop off the part after the decimal point by using `int` (which stands for integer) as in the final all lines meaning whole numbers.

For example `int(17.43223)` is 17. This means that `chr(65+int(26))` will generate any whole number from 0 to 25. Now all we have to do is add 65 to each number that we generate and we'll have achieved our goal. What the last line

# THE ABC

does is to generate a random number from 65 to 90 and label it as `T`. To prove the point, add these two lines:

```

rndint(26),
chr(65+rnd(26))

```

Line 20 converts our numbers to letters, and prints them (the `rnd` comes at the end of the line stops the computer from moving down to a new line on the screen after printing each letter). Line 21 causes the computer to return to line 18 and choose another random number.

If you run this program it should fill the screen with letters chosen at random. It will keep this up for ever unless you stop it, by pressing [Break] or [Stop] keys.

## Character strings

As we can generate random letters, but the program we are using it needs to be able not just to print them, but to actually move them across the screen.

This means it must have some way of keeping a record of the letters it has generated. You've already seen how a `loop` keeps a record of numbers — a `label` does this with a letter (could be a variable).

Well, it's possible to label a string of letters in the same way. The only difference is that the letter which you use as a label must be followed by a dollar sign. This indicates that it is being used as a label for a string of letters, not for a number. Enter and run the short program:

```

1 LET A$=""
2 LET A$="A"
3 LET C$=""
4 PRINT C$
5 PRINT C$
6 END

```

Can you see what's happening? In line 1 the computer is instructed to give the label `A` to the string of letters `""`. Then we make `A` into `A` on lines 2 and 3. In lines 4 and 5 the phrases to be printed are simply referred to by their labels. Line 6 stops the computer on leaving an `END` the program you've already entered.

One very clever thing the computer can do is to add together different strings of letters (they're called just strings for short). Change your `END` program by adding these two lines (the colon line 4 and 5 will be deleted):

```

1 LET C$="A"
2 LET D$="B"

```

Now this, and you will see that several different strings (including the single-character string `A`) have been combined (added together) to form the string `AB`.



## Moving letters

This technique is allowed to prove very useful. What we're trying to do is to get an ever lengthening string of random letters to move across the screen. The technique of adding letters together will allow us to produce an ever lengthening string. How do we move it?

Well, just suppose we produce an ever increasing string of random letters, and arrange that every time a new letter is added, all the others are printed one position further to the right. This will look as if the letters are advancing across the screen. So, delete lines 4 & 5 and add the following to replace the existing lines 20 and 21:

```

1 LET A$=""
2 LET A$=chr(65+rnd(26))+A$
3 END
10 chr(65+rnd(26))
11 PRINT A$
12 PRINT A$
13 END

```

Lines 20 and 40 are there simply to slow down the program a little. Line 10 sets up a label to ensure that the program begins at 11. Then it starts an `ending` at line 11 and increases by one letter each time the program goes round the loop. Line 20 is crucial because it does the same job before each new letter version of `A` is printed. This means that the new `A` is the always appears at the screen's right-hand corner.

Run the program and watch the growing line of letters march across the screen. If you leave it running, an error message will eventually be printed because the string has become too long. For our purposes a maximum length of 20 letters will be plenty, so we should get the program to stop once the string has reached that length.

There's a final feature in this:



and games program for the complete beginner.

# OF INVADERS



called LEN which will count the length of a string for us. Add these program lines:

```
LEN=LEN(LEN)+LEN(CORNER)
PRINT LEN
```

As you can see from line 25, the way to use LEN is to follow it with brackets containing the string to be counted. Every time the computer reaches line 25 it will count the number of letters in LEN. The ">" sign means "greater than," so the computer checks to see if the number is greater than 20. If so, the program jumps to line 34 and comes to an end. The error statement is avoided.

## How you take part

OK, our letter invaders are working fine but we still don't have a game because we can't type in letters to destroy those on screen. The CORN command won't help either because it actually stops the program.

We need a brand new command—one that will turn out very useful in games. On the Commodore computers it's called GET and on most other machines SCIN.

When the computer is given these commands it checks briefly to see if a key has just been pressed on the keyboard. If so it makes use of it as directed in the program.

You have to be careful how you make use of this. What you press on the keyboard while a program is running will appear only if the computer reaches a GET or SCIN command every so often afterwards. In our game we need to assure that every key we hit is registered. This means we shall have to arrange for the computer to continuously receive fresh GET or SCIN commands as it works through the program.

There's an easy way of doing this making use of the FOR-NEXT statements which so far we need only as a way of

slowing the program down. To understand these statements better, enter and run this short program:

```
1 PRINT "THIS IS PRINTED ONLY ONCE"
2 FOR I=1 TO 10
3 PRINT "THIS IS PRINTED A FIFTEEN" ; I
4 NEXT I
5 PRINT "THIS TOO IS PRINTED JUST ONCE"
6 END
```

What the FOR-NEXT statements do is to mark out a section of the program which is to be repeated several times. The exact number of times is contained on the FOR statement. The computer moves on step slowly from the FOR statement to the NEXT, carrying out all the commands it encounters on the way.

Incidentally, the letter contained on the FOR statement (I in this case) is used by the computer to keep count of how many times it has repeated the loop. That is why when you run the above program, I increased from 1 to 10. If nothing is contained between the FOR and NEXT statements the computer usually starts very quickly before the two prevailing us with a brief pause.

If all we place a GET or SCIN command inside a FOR-NEXT loop, the computer will be given the command every time, allowing it to pick up all our keyboard entries.

## Splitting strings

What the computer then has to do is to compare the letter we've typed in with that at the end of the string of random letters it has generated. We can get it to look at just the right-hand part of the string by use of the command SUB.

For example SCIN(LEN,1) will take the two right-most characters of the string as "While SCIN(LEN,1) will be just the single character at the right end of the string. Another command LEFT allows us to work from the other end of the string in the same way. (The Spectrum however, uses a single command to which achieves the same thing. SUB(10,1) means the first three characters of AN. And if AN is 8 characters long, then SUB(10,4) means the two right-most.)

To see how all this works, delete lines 1 to 6 and enter these instead:

```
10 LEFT=LEN(AN)
11 IF L<1 THEN CORN
12 LEFT=LEFT-1
13 [Commodore machines: SCIN(LEN,
14 IF SCIN(LEFT,AN(LEFT)) THEN LET
15 AN=LEFT(AN,1)
16 [On Spectrum: IF SCIN(AN(1) TO
17 1) THEN LET AN=AN(2) TO L-1]
```

We need to refer to the length of AN several times. So line 12 gets the computer to work this out as a label at the letter.

In line 16 the computer checks to see if you have just typed a letter. Line 18 will compare your letter with that on the right end of the string. AN If they're the same, that right-most letter is chopped off (by use of the phrase LEFT(AN,1-)). To see this happens that sets 15 character long. Then LEFT(AN,1-1) is the same as LEFT(AN) which means the first 12 letters of AN counting from the left. The 13th letter is chopped.

The program of line 14 is simply to check that at still has at least one letter in it. Otherwise attempts to chop it further will cause the program to crash!

## Keeping score

Our game is nearly complete. All we need do now is to get it to speed up as time goes on and introduce a score. Add these lines (the existing line 50 will be replaced):

```
50 LET SCORE=0
51 LET SCORE=1
52 FOR I=1 TO 100-5
53 PRINT "YOUR SCORE IS" ; I
```

The variable I is used for your score. It increases by one each time a new random letter is generated. But line 58 ensures that as a game begins so the FOR-NEXT loop will repeat fewer times and the program will therefore speed up.

That's Letter Invaders—but there are plenty of ways you could vary it. I wonder what would happen if line 18 was altered to select numbers from 13 to 64?

## LETTER INVADERS —Full Listing

```
1 LET AN=""
2 FOR I=1 TO 100(AND(27*H))
3 [SCIN: Random Digits to
4 GET AN(LEN(AN)+1)
5 IF SCIN(AN(LEN(AN)))=AN(LEN(AN))
6 THEN
7 [On 20, Commodore: SCIN(LEN(AN),
8 SCIN(LEN(AN),1)
9 ELSE
10 [On Spectrum: IF SCIN(AN(1) TO
11 1) THEN LET AN=AN(2) TO L-1]
12 ELSE
13 [On Spectrum: IF SCIN(AN(1) TO
14 1) THEN LET AN=AN(2) TO L-1]
15 END IF
16 [On Spectrum: IF SCIN(AN(1) TO
17 1) THEN LET AN=AN(2) TO L-1]
18 END IF
19 SCORE=SCORE+1
20 FOR I=1 TO 100-5
21 PRINT "YOUR SCORE IS" ; I
22 END FOR
23 END
```





# ORC ATTACK - Can you survive...?



Your castle is under attack from the vile Orc horde. They mount a ferocious attack, mowing their way through with swords, bringing their best warriors out.

To defend yourself, you first escape from the pursued castle into Orcs' hollow. Then Orcs reach you, discover by force you grab your magic sword and lead to the attack. Your ultimate weapon is a magical orb of boiling oil that you miraculously pour onto the hideous Orcs.

The village has a brief respite - out of this all a Sorcerer appears and you have to get your wife rescued and your castle. Only after fighting the Kingdome, the Stone Throne and the Dragon's Peak will you be safe.

Orc Attack is available for the Spectrum 48K and any hard computer. You should find Orc Attack in the major software retailer (and it comes as either of a free poster or the original all printing featured on the pack).

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Obtained from two parts, a leader program (1) must be typed in first and used as a template for the rest of the program.

For the unexpanded Vic 20

# OLYMPI



# Allo? Ah ahm Unspected Claudeau of the Sureté.....

IN  
YOUR  
SHOPS  
FROM  
19th MAY



ah, you recognise what you are up to, because that was me, just.

At this you are getting too late to stop a game about in the case — but not what might be some real friend, you mean, me — and what beauty servant Kaolin will be tryin to stop you.

Not exactly sat, but Les Flics, the two good-looking under you could want to get in here, so, you feel, you 've no chance against Claudeau.

You control that Pink character with the tail in your quest for the Purple Puma, a precious gemstone, avoid the Police cars and enter the bathroom, avoiding Claudeau's Kaolin disguised as a chef and of course Claudeau himself.

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# BATTLE OF T

**L**ance Brown was the game chosen by the Challenge Master for this month's contest of skill, bravery and endurance. Many entries had been received, but two were outstanding. Richard Reed from Catecheter with a highest score of 143,570 and Paul Reed from Hull who first sent an entry for 134,187 and then added another with a colossal score of 263,730. The Challenge Master just had to see these guys in action.

So they duly arrived in London, two tall and lean game players, hungry for fame. Over a succulent lunch in one of the capitals top hamburger joints, look for it the Challenge Master the excitement of the major revealed the secret of high scores — precision and plucky of a.

They have plenty of time as they are both at the moment, unemployed (Richard) who is 35, is taking a year off before going to university as, obviously enough, Hull Paul 22 is an ex street metal worker and has been out of work for some time.

Richard has had his Spectrum for about a year. He uses it mostly for games although he has learned Basic and is even writing an adventure. Apart from Lance Brown his current obsession is A & P's Challenge Egg on which he claims a score of 320,000.

He likes all the Life game and is also very impressed with Millennium House's Flight even though, as he says, "I don't know me." Still he can take some comfort from having scored 99% of Arc Ace.

Paul hasn't even got a computer. As he puts it, "I bought my preferred a Spectrum for Christmas but the doors close it. So of course the door. He's certainly been putting in a lot of time on it. "Sometimes I play all day," he says. "You have to believe him when he tells you that he's scored 99% of Arc Ace and clocked up huge scores on Space Miner. Another game that's intriguing him is Digital Intergalactic's Fighter Pilot although he complains of having problems landing.

He's even had a computer in progress, using their Richard believing that home computers are good for games and not much else. But he wouldn't mind getting a QL when they come out properly.

And so to the contest where the Challenge Master saw two very different techniques on display. Richard is a re-computer type man, no fancy peripherals for him. Paul is more, no screen without his trusty joystick. Not only his joystick, but also an enormous metal 1 1/2 speaker stand on the top of which the computer lies (Quadrant 2). This he positioned by his right leg, leaving his left hand free to use the keyboard.

Immediately a fundamental difference in approach was apparent. In Lance Brown you have an astronaut with a jet-pack, a laser rover and two teleports; to transport you from one side of the planet to the other. The object of the game is to destroy the enemy missile base and to fight off the myriad alien attacks. At regular intervals a missile is launched from the base and must be destroyed or reduced to a certain size for you.



It was on the destruction of the missile that the divergence in styles was most clearly seen. Richard took the brute or head-on course of leaving the protection of his rover, dodging the threat and waiting for the missile to arrive. It was spectacular to watch, but dangerous to play as he eventually manufactured out of the screen ports.

Paul on the other hand used the other technique of teleporting, where the planet and the missile was in range. In this way there was less danger of his own destruction.

So Richard was scoring more quickly

## SEND US YOUR RECORD SCORES

You too can achieve world-wide fame by sending us your high scores on any popular game for any score. Just fill in the form below.

And remember, you may be nominated to the Challenge Chamber to prove that your skills match up to your claims.

### OK - I'll dare the Challenge Chamber

(This portion to be filled in by us please)

Name

Name

Address

Address

Telephone no. (if possible)

Telephone no. (if possible)

Game

Machine

Occupation

My record score is

scored on (date)

I can confirm that the above claimed score is genuine

in a game lasting on or less

Signed

Signed

Post this form to Challenge Chamber, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2AB.

Have any tips for playing this game well?



ity when the jetmen duel on the moon

# THE BUGGIES



but living more dangerously. After five minutes he had 25,000 points but had already lost a life. Paul had only 20,000 points - but had lost a life.

Ten minutes later there was the forty-five night of Richard's games, running out of time and desperately staggering back to his cover to reload. He didn't make it - and Richard lost another life but there! But he was still ahead on points: 110,000 to Paul's 70,000.

Then, only a few minutes later Richard's paralytic game crashed so it seemed to break the stuffing out of him because soon after, an 121,340 points, he died the ultimate death.

This left Paul with a clear run. Yet he too now had the last man at - but only 95,000 clocked up. The lack of competition must have upset him for only a thousand points later he too had to

come across! Round one is finished.

They both wanted a rematch so who was the Chamber Master to agree? The time passed though the tables were turned. Paul's game technique paid off, while Richard couldn't really get going - he died on 803,800. Paul just kept going right up to the magnificent total of 175,600.

But still another player was satisfied with his score. They were both seen to go before their best. However this is only to be expected. The reason of the Challenge Chamber is so great that you cannot guarantee to match your best score.

Both of these players though should be proud of their achievement. What the Chamber Master wants to know now is what are we going to get a Wally of the Month?

Richard Bond left gets two limited keyboard games against Paul Bond's unassisted Quickshot.

Commodore 64 and Paul's prize confided from the player's domain.

## Meet the megazappers!

### REVENGE OF THE MUTANT CAMELS COMMODORE 64

- 1,650,800 Tom Dutton, Berfing, Suffolk
- 1,428,200 Simon Finlay, Riccarton, Scotland
- 1,211,850 Robert Innes, Prestatyn, Wales

### HUNCHBACK SPECTRUM

- 3,467,800 Mark Johnston, Arbroath, Scotland
- 3,250,600 David Ritchie, Glasgow
- 2,254,300 Martin Abbott, Dover

### GRIDRUNNER VIC 20

- 309,620 Graham Pitt, Manchester
- 240,990 Peter Stamford, Manchester
- 170,740 Simon MacCathain, Southbourne, Dorset

### MANIC MINER SPECTRUM

- 12,510,615 Russell Owens, Mablethorpe, Warrington
- 3,368,214 David Unwin, Camberley, Surrey

### CHUCKIEGG SPECTRUM

- 482,080 Alan Taylor, Aberdeen
- 384,480 Colwyn McMillan, Glasgow
- 291,680 Andrew Coates, Hill

### PYRAMID SPECTRUM

- 127,630 Robert Scott, Ipswich
- 123,540 Gary Wilkin, London

### JET PAC VIC 20

- 89,875 Andrew Anderson, Bath
- 87,200 Andrew Robertson, Hill
- 81,370 Andrew Wilson, Irvine, Scotland



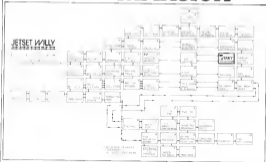
PHOTOGRAPHS BY GARY WILKIN



# Challenge Chamber

The Chamber Master considers the latest claims and presents Mark Henry's guide to the manix mansion

## MAP OF THE MANSION



**T**he flood of Challenge Chamber rooms continues unabated every day a squad of possums approaches the Chamber Master's door, gnawing under the weight of their bulging sacks. The Master's loyal servants patiently walk through the door, head to toe, bringing him sacrifices to say nothing of their

for Master spoke to Russell on the telephone he frankly admitted that this was not the confusion room, but was played over last night using the puzzle key. He was the only difficult answer in the solar power generator and advises us to keep the music cancelled off. The Master sends his best every with great excitement Gary Linton of Comberly in Sunny had a score that was almost as staggering, 7,989,710 on a game lasting 4215 minutes, which the Chamber Master's brain requires in a 88% under 7 hours. He's not going much into an advice using especially Practice. Thanks a lot Dave!

PG's Apud, Game of the Month, Fortitude Power has already shown us negative every Carl Lyons of Head-should has a score 343,257 but more impressively has polished all three categories and only died on the fourth level.

To keep the entries coming, The Post Office will do their best and so will the Chamber Master's loyal servant, Nonsensical Lane, or Jeremy or Willy of the Month sends those with the game to enter the Challenge Chamber. And if you don't have room on the entry form for signs then write a letter.

For instance, the last foreign visitor One Matty Wjuly of Zandoverweg in Holland owns a Vix 30 and has scored 174,421 on Manix's Horror Rider. The Chamber Master was horrified to receive inventory from our partners in the Cosmos Market. Unfortunately Matty's was the only entry for this particular game and the Master suspects it would not be a good idea to have him cover all this way to play all against himself. But if you try another game Matty's you could get that thrilling summons to enter the Challenge Chamber.

From slightly nearer home, came that wonderful map of the mansion in Jet Set Willy. It was compiled by Mark Henry from Dublin. However despite being able to lead her way right round the house, Mark is still a long way from collecting all the game objects. If you should not feel sure, you should be warned that entering the site will cause the program to do fairly things of other locations.

Chamber Egg continues to attract

many entries, as both Dragon and Space train although the one from Paul Rivers of Clakid just goes to show that a high score is no guarantee of normal play. Paul completed all 256 levels on Chamber Egg and achieved a score of 5,180,380. But is he happy? Not on your really because he complains it doesn't do anything but avoid a single balloon. It just goes back to the first notorious claim to say harder and I want to go to spend another six hours doing a game.

The Chamber Master sympathizes although he can't help feeling that a high score like that, is its own reward. But perhaps someone's brains could do a little more for those players who can play a game.

That old favourite Manix Master continues to keep the nation's head in its corner and the Master has been sent more and more letters. The nation's speak for themselves. Russell Quinn of Malvern 12 318 613 is a game lasting 68 hours. When the Chamber





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**W**hat graphics? Don't tell yourself! One way or another you'll have to pay for them. First, graphics can take up a lot of memory. Pans of text-only games argue that the space is better used for a larger vocabulary or better location descriptions. What's more, they point out, the pictures take a long time to draw and conflict with the image in the player's imagination.

Do the text-only supporters have a point? Or should they stick to reading books and playing board-games?

Recent adventures, it seems have overcome most of their objections. As far as memory is concerned, you might like to know that Log-Days's very successful *Dark Kingdom Valley* has over 175 locations, each with its own picture, but sensibly the graphics take up only 8K.

'It's a very costly coding system,' says Trevor Hall, programmer of *TRIV*, reluctantly unwilling to give away any secrets. What's more, the graphics draw in under 10 seconds and some even load the occasional animated sprite.

Other software companies, however seem to be going in quite a different direction. *Intelligent Software* recently brought out *Mines of Karn* for the Commodore 64 a game with only 60 locations that takes up all the available memory, a large part of which is devoted to graphics.

One look at them will tell you why. The detail of the display is fabulous and most of the locations have excellent music as well. The graphics are very slow to draw, but — although the Text-Only Supporters Club will no doubt disagree — I think they're worth waiting for and add substantially to the atmosphere of the game.

*Mines of Karn* was reviewed in the March issue of *PCG*, so all I'll say here is that it's a great adventure and well worth adding to your collection.

Meanwhile most of the more recent adventures on the market are offering graphics, while some of the older text-only games are being re-released with graphics added.

Into the last category falls *Adventure International*, distributor of the Scott Adams adventures. These games have been around for quite a while now, but they've come a long way since Scott first launched them out on his 16K Tandy.

Four of the titles, already available in text-only form on the BBC, are about to be released with graphics for the Spectrum and Commodore 64. If you haven't tried the Scott Adams series then they're well worth a try. *Perse Adventure* is one of the simplest, but by *Adventureworld* you enjoy a challenge.

Scott's adventures in graphical adventures is most clearly shown by the latest offering based on horror from the Marvel Comics. *The Abominable Muik* has just come out for the Atari, Spectrum and Commodore 64.

Choosing a quick glimpse of some pre-release material a few weeks ago, I can assure you that the graphics are excellent class, and the games have some amusing and original touches. Design was carried out in collaboration with Marvel artists so authenticity is guaranteed. I'll be looking at these

# ADVENTURES IN COLOUR



games in more detail in the next issue.

BBC owners have been known to turn a little green at the sight of graphic adventures. That's because they're usually running an expensive elite machine. Sadly the BBC doesn't quite have the space inside her 48k bytes pretty pictures at anyone who's tried playing *The Hobbit* on the Acorn machine will know to their cost.

Good news, then, for BBC owners. Microsoft have just released two games for the Beeb that make optimal use of

graphics. *Flint's Gold* and *Vampire Castle* are predominantly text-only, but each program has occasional graphic interludes. It's a bit like reading a book with an illustration on each chapter. Because of careful use of sound effects, varied responses and a great sense of humour, Microsoft's games score very high on atmosphere.

As you walk along the sea front in *Flint's Gold* you hear the waves break, rap on the shore and even the sound of gulls calling and swooping. *Vampire*





The best thing about this game is the other characters in the story each of whom will help or hinder you in a particular way as you search for the stolen Phoenix Gemstone. You can speak to them using the 'say' command and even get them to do things for you provided they're willing to.

The error checking is good, and the vocabulary comprehensiveness. You'll have to pore over with some of the puzzles - even when you know the answer the program is very fussy about how you phrase it.

**Viggo's Atlas Assignment** is for the most part not only fun but includes three useful sequences. If that isn't enough for you, you'll want to know that it won't be there you'll be pleased to know that the adventure itself is not finished.

Some of the puzzles are very tricky to solve and my only objection to the game was that it encouraged a rather homocidal approach to other people. Shoot them on sight, in other words. But that *Atlas Assignment* has some novel ideas and looks like being one of Viggo's better games. ■

## This month's helpful hints

Here are this month's tips carefully assembled in the PCG Help Grid.

Based on what you already know, this month's hints you should use the quick printed at the end of each problem. The first part is like an outline of the first part of the job; the second part tells you which letters to read after that. A 2 after the comma would mean that you should read every second letter - 2 indicates every third letter, and so on.

When you reach the end of a row go back to the beginning of the next row and carry on. If you reach the bottom of the grid, start again at the top. And if you THAT's too difficult for you, start playing *wordy* again!

1. Feeling lonely in *Arms of Aar?*? Here's a good company - if you can find one. This sign might help. (See Code 02.2)

2. Ever been in need of a new looking for a way to kill the Dragon in *Five Kingdom Valley*? (See Code 02.2)

3. Stuck on a judge in *Digital Fantasy's Arms of Aar?* Part 2? Help in the short with this quick command! (See Code 02.2)

	1	2	3	4	5	6	7	8	9	10
A	1	1	1	1	1	1	1	1	1	1
B	A	P	E	L	T	M	A	C	R	K
C	A	F	A	R	H	A	G	T	Y	H
D	S	L	O	R	M	S	L	T	A	J
E	P	L	O	R	B	S	C	P	T	S
F	I	D	O	W	N	A	T	R	D	I
G	P	T	O	H	L	E	F	W	A	E
H	N	A	T	P	M	O	A	M	I	L
I	F	O	R	O	T	E	L	S	N	O
J	C	E	R	A	N	D	A	L	S	T

## Help for hobbits

Melbourne House have put thought out a 75 page guide to playing *The Hobbit*. If you're still unsure your hair out in the Goblins Dungeon or just want to get more out of the program, then this book isn't it could be a good buy.

**'A Guide to Playing The Hobbit'** is beautifully produced with numerous screen shots from the game. The book is divided into three sections - an intro chapter, help sections and a guide to hints.

Unfortunately the introduction doesn't tell you much that you can't find out by reading the instructions that come with the program and playing the game. By the time you're ready to look out 23 05 for the book you'll probably already have found out that Thauris is useless as the second half of the game and that attacking Gandalf is not a good idea.

The second section isn't much better and gives only quite rather obvious hints, but the final part of the book is more impressive. Almost all the locations are listed, together with the appropriate commands to enable the player to get out of most difficulties.

Dragon owners might like to browse through **'Creating Adventure Games on your Dragon 32'** by Cliff Gilbert. Just use *Interleaf Publications* at 24 85 that book takes the reader through three adventure listings, each one slightly more complex than the last.

At the beginning of the book the author points out that he has included comprehensive IBM statements in the program, and goes on to say that you

## The Wizard's Mailbag

judging by your letter *The Hobbit* still holds the attention of the nation's adventurers. George, Mar of Chydebank in *Dumborobore* was a little proved when offering congratulations for breaking the adventure with the thought 100%. he was told 'You have returned 1.5% of this adventure.'

Perhaps someone can tell me why this is the case? he asks. I certainly can't, George, but if anyone else has the answer, let's hear from you.

Other Wizard fans included Paul Sel lers (70%) and Daniel Gilbert (100%). Mr Gilbert also has the distinction of being the first person to score in classing 100% points on *Five Kingdom Valley* for which he was rewarded with the 'Secret of Life'. I only hope it was something more interesting than 42. Am there any other TRV champions out there?

Master of *Five Kingdom Valley* brings me to this month's hints section. Nicholas O'Riordan telephoned the PCG Hotline to express his wanting to know how to find the treasure. Well the



should really be able to guess all this you need to know about the program, using from the hints. The program are well annotated however and you don't need a degree in computer science to follow them through.

My own experience with this book is that if you are already familiar with Basic then you won't learn much that you don't know already. On the other hand, if Basic is all Greek to you then you won't be able to make much sense of what's going on. However there are some useful tips on setting up locations, saving arrays and other Basic matters.

The only other drawback with this book is that since you're typed in the letters you'll almost certainly be able to solve most of the puzzles!

**'A Guide to Playing The Hobbit'** Melbourne House, Church Yard Tring, Herts. SG12

**'Creating Adventure Games on Your Dragon 32'** Interleaf Publications P 11, Kensington High Street, London.

### Which end kill the Dragon?

Steady on there Nicholas, we can't give you all the secrets, but you should consider the clue given opposite in your struggle with the *Dragon Help* with other puzzles in TRV may follow in subsequent issues.

Meanwhile keep the letters flooding in. Any suggestions as to what you'd like to see on these pages will be especially welcome. The White Wizard is at your command.

### New month's mysteries

The July month looks like being a bonanza for adventure fans. There'll be a special feature on how to write your own adventures - with no knowledge of programming whatsoever!

If that's not enough for you, I'll also be writing with *Scott Adams's Superheroes*, and bringing you the latest and best from the defunct contents of *Adventureworld* in the magazine **WHAT LOOKS AND LISTEN** - you never know when a computer sniping job behind you!

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The anti-racist computer game is the subject of the Council's campaign to promote tolerance, awareness of racism and social discrimination. The game will be run on a home computer in a 5-page booklet, with teach cards to programme the game. The game consists of a series of factual questions about ethnic minority groups and problems, with results incorporated within an intergalactic voyage game.

The computer software for the game will be designed via a London made competition which is open to all non-commercial projects. Software for BBC Model B or Tandy Spectrum computers will be accepted. The judges for the competition will be GLC members. Entries must be received no later than 8 June 1984.

For further information, including a complete set of instructions plus the game's specifications, please phone Pam Nanda (Press Minister) on 533-4272 or Patricia Gwynn (Control Computer Services) on 533-2318 or write to: COMPUTERS GAMES COMPETITION, Gender, London County Council, Gender, Department, 505/506A, Room 608, County Hall, London SE1 7PL.



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# Competition

## PCG and Spectrum computer stores offer five dream prizes for Commodore 64, Spectrum, BBC, Vic 20 and Dragon owners

# WIN 30 GAMES

Here's your chance to win a large box of fabulous computer games. Each box contains no less than 30 games and no prize worth less than one of the Spectrums, BBC, Commodore 64, Vic 20 and Dragon.

These superb prizes, worth around £200 each, have been supplied by the BRITISH and wider choice of computer stores. As well as selling all the main home computers and add-ons, they also stock large quantities of software. Look at the lists on this page to see the amazing games your winner will get. (These lists may be substituted depending on availability.)

To enter the competition you have to do it in seven of the games which you think are the best on YOUR system. You can choose any games, but just those included in the prize lists. Using the entry form printed below you simply write your five most favourite titles, plus the name of the store you think is best at stocking the best 50 titles in number 7.

We will use all the competition entries to work out which five

games are in fact the most popular for each machine. Then taking our knowledge of a store, we shall look for the person who chose closest to winning these five most popular games in the right order. This person will win the box of games for his machine. In the unlikely event of a tie, the box will be awarded.

Winners will be given their prizes by their nearest computer store to get thinking, and who yourself months of fun entertainment.

### Commodore 64

1. The 1000th Anniversary of the Battle of Tewkesbury  
2. The 1000th Anniversary of the Battle of Tewkesbury  
3. The 1000th Anniversary of the Battle of Tewkesbury  
4. The 1000th Anniversary of the Battle of Tewkesbury  
5. The 1000th Anniversary of the Battle of Tewkesbury  
6. The 1000th Anniversary of the Battle of Tewkesbury  
7. The 1000th Anniversary of the Battle of Tewkesbury

### Commodore 64

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- 3. The 1000th Anniversary of the Battle of Tewkesbury
- 4. The 1000th Anniversary of the Battle of Tewkesbury
- 5. The 1000th Anniversary of the Battle of Tewkesbury
- 6. The 1000th Anniversary of the Battle of Tewkesbury
- 7. The 1000th Anniversary of the Battle of Tewkesbury

### Spectrum

- 1. The 1000th Anniversary of the Battle of Tewkesbury
- 2. The 1000th Anniversary of the Battle of Tewkesbury
- 3. The 1000th Anniversary of the Battle of Tewkesbury
- 4. The 1000th Anniversary of the Battle of Tewkesbury
- 5. The 1000th Anniversary of the Battle of Tewkesbury
- 6. The 1000th Anniversary of the Battle of Tewkesbury
- 7. The 1000th Anniversary of the Battle of Tewkesbury

### VIC 20

- 1. The 1000th Anniversary of the Battle of Tewkesbury
- 2. The 1000th Anniversary of the Battle of Tewkesbury
- 3. The 1000th Anniversary of the Battle of Tewkesbury
- 4. The 1000th Anniversary of the Battle of Tewkesbury
- 5. The 1000th Anniversary of the Battle of Tewkesbury
- 6. The 1000th Anniversary of the Battle of Tewkesbury
- 7. The 1000th Anniversary of the Battle of Tewkesbury

### Spectrum

- 1. The 1000th Anniversary of the Battle of Tewkesbury
- 2. The 1000th Anniversary of the Battle of Tewkesbury
- 3. The 1000th Anniversary of the Battle of Tewkesbury
- 4. The 1000th Anniversary of the Battle of Tewkesbury
- 5. The 1000th Anniversary of the Battle of Tewkesbury
- 6. The 1000th Anniversary of the Battle of Tewkesbury
- 7. The 1000th Anniversary of the Battle of Tewkesbury

### BBC

- 1. The 1000th Anniversary of the Battle of Tewkesbury
- 2. The 1000th Anniversary of the Battle of Tewkesbury
- 3. The 1000th Anniversary of the Battle of Tewkesbury
- 4. The 1000th Anniversary of the Battle of Tewkesbury
- 5. The 1000th Anniversary of the Battle of Tewkesbury
- 6. The 1000th Anniversary of the Battle of Tewkesbury
- 7. The 1000th Anniversary of the Battle of Tewkesbury



### Entry form

Name  Age

Address

Post code

My machine is made up of Spectrum Commodore 64, Vic 20, BBC, Dragon, Intellivision (tick the box for the game(s) you own, American number)

- 1
- 2
- 3
- 4
- 5
- 6
- 7

Please give ratings from 1 to 10 for each of the machines on this sheet of PCG's condition's list below

- Video Board (p10)
- Screen (p10)
- Keyboard (p10)
- Mouse (p10)
- Printer (p10)
- Sound (p10)
- Storage (p10)
- Expansion (p10)
- Software (p10)
- Documentation (p10)
- Other (p10)

How would PCG be improved?

What are your favourite computer magazines and why?

- 1
- 2
- 3
- 4
- 5

Filling in the rest of this form will help us in planning future boxes of PCG. Your answers will NOT be taken into account judging the competition.



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# MIND GAMES



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(Dragon, BBC, Electron)

Three Part 988 adventure taking you from the serene Cotswoldshire countryside through bustling London streets, to an epic journey through Europe. Topical family material means filled with wit, wit, wit and suspense. "Pride of place for the most original and entertaining Adventure — it's got to be value for money." *Computer and Video Games* (industry supplement)

**EMPIRE** \$6.95  
(Dragon, BBC, Electron)

Exciting game of strategy with eight levels of difficulty. Destroy the evil Empire before it conquers the world — Played on a world map. "This is a terrific game — visually attractive and highly addictive." *Home Computing Weekly*

**MYSTERY OF THE JAVA STAR** \$7.95  
(Dragon, BBC, Electron)

Four-volume part adventure with 3 playing levels. Based on reports from the South Seas to discover the secrets of the 18th century shipwreck. Absorbing family fun with puzzles, challenges and interesting facts.

**NORTH SEA OIL** \$5.75  
(Dragon)

Explore and run your own North Sea Oil rig — allocate your resources, then navigate your supply vessels, supervising drilling operations, and spend the platform until you have collected \$50 million dollars.

**JERICHO ROAD** \$5.75  
(Spectrum 68K)

A challenging adventure with biblical tones with two levels of play. Set in Southern Israel in the 1st century, the player must survive the rigours of Roman occupation and cope with the perils of religious persecution. Ideal family entertainment.

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Commander Chance reveals your comments on rubbishy programs

# THE GREAT GAMES

## RIP-OFF

**T**his is Commander Chance speaking.

Most of you disliked the software in my PC in complete about rip-off games. I'm taking you at your word, and right now software houses across the country are scrambling with how to find their galls, it's the HIT BLASTER for them. Here is NO-ONE!

First I want to thank the lot of Christopher in Herts who phoned in to let off steam about *Carerra Rex* and *Crash* from Bubble Bus.

One quick, wrap drive over to Bubble Bus soon sorted that out. To start with, Richard, whoever designed you *ES 45* was paying too back - Bubble Bus say the program should have been on sale at £3.99. However, they're going to try and get hold of you over the phone, and perhaps offer you some sort of compensation.

In fact *Carerra Rex* was one of the very first games available for the Commodore 64. At Bubble Bus themselves admit there was a lot of better games around now, and they're very properly with *Simon Carerra Rex* from the market.

*Slaves O' Fire* (I beg your pardon where is Scotland) bought a game called - well for it - *Crash*. No puns for guessing what happened when he loaded it back to the shop, but related related.

Well *Slaves*, even though I've spent most of my life on other planets, I do know that to against the law. Take that tape back to the shop again and say it isn't in for the purpose for which it was sold. You are legally entitled to a refund.

Christopher Adams from Oxford had a problem of a mirrored screen nature - and a much more expensive one. He discovered his *Carerra* (whoops!) was from his

MSX Spectrum, and was forced to use the display card and - presumably

software, at that rate, Christopher was locked from most. The story did give him a replacement - a 104, machine only which also broke down. This weeks later another write-out machine.

I should point out though, Christopher that in the case the fault may have been yours. You should never assume a professional has any computer (and especially from the Spectrum) while the power supply is attached. *Waffle* says, *Carerra* had me that got such a warning as printed on the instructions accompanying the speech card.

Now for this month's list of Waffle. If you don't know what I had, it, then start shouting. Every one to a whole someone phones with a complaint that the Commander needs to quite unqualified. The party parties will not be held - after all we do believe in freedom of speech around here - but, well need it say more!

This month it's Benjamin Whirely and Geoffrey Ward. Benjamin has got it at the *The Wizard and the Princess*, and Geoffrey wants to know the selling out of *Robert Bellamy* for producing *Paratroopers* which he does to call it a terrible game!

Such these programs are for the Unquagued Vic 20. Well come on back what do you expect from 1.99? These two games happen to be some

of the best around for the Unquagued Vic.

*Paratroopers* has 14,000 graphics and sound plus a perfectly playable game. It was even number 1 for the Vic 20 in the US charts. Give it a chance, or go out and buy some money some game for you. *Benjamin The Wizard and the Princess* may not be applied as *Mr. Ace* holding it down here 400 to play with.

Other letters this month included Tony McCannery of Edinburgh, and Matthew Lush from Northern Ireland. Both admit serious graphics wanted to know why *Star Trek* was not so expensive. This is just the way the game works. Jan - if you want cheap software, stick to desktop computers. As for you, Tony, I don't know what's going on in your *Paratroopers* game but it sounds highly dangerous, if you keep on playing it it would drive you mad. If I loved you it I would let back to the shop.

One last word before goodbye. If you phone Commander Chance speak clearly or I'll be forced your price. Even the *Chatterbox*, *Voice* Dept. has no problem someone when it has to cope with people who speak with a lisp or in their accents. If you want me to take up your case for an issue who you are and give you full address and telephone number.

I'm only by about a right one of a game, it's called *Carerra Rex* by Bubble Bus. What is a game - I think it's a 7 in a quantity and you have to get into them. It's you've and then last things which are 64, it is supposed to be a machine code and I bought a lot of 2.99, it shouldn't be allowed.

**Richard Parker, Watton Cross, Herts.**

I wanted a holiday under the life of Waffle and bought a game called *Crash* and the program totally crashes random load. I think the program back to the shop and the man took it away.

**Steven O'Brien, Newcastle upon Tyne, Newcastle, Scotland.**

I contacted in complete about one of the games which I have bought. It called *The Wizard and the Princess* and it's really funny. It's making life what it is supposed to be. It's a game, say to me, and it's really boring to do.

**Jonathan Whirely, Simon Crawford, West Lothian.**

I bought *Crash* (somebody said it was coming down, second mistake) *Waffle* played the game, they didn't come down, and when I took it back they said I couldn't.

**Pauline Brown, London.**

The game *Paratroopers* - the box was really good and the screen really good - but when I bought it graphics no come on anything, so it's such a pain game. I'd love you to *Robert Geoffrey Ward, Watton Cross, Herts.*

I thought the cassette called *Catcha Beecher* (from *Imagery*) is about *Henry* (Robert) a case director. It's really rubbish. It doesn't really show you the story properly.  
**Lee Barnard, West Lothian.**

Commander Chance gets into action again next month - bug blaster. When did YOU last feel a bug in a program? Did it drive you mad? Did it ruin the game? Did it enable you to get huge scores? Did it leap from the screen, rush across the sitting room carpet and swallow the sofa? Now a game that's for revenge - dial the PCG Hotline on 01-434 3311 and let the Commander tell about it. Remember to speak clearly and to leave your name, address, and phone number.

**Y**ou'll find this section invaluable if you're trying to decide which games to buy for your system. Like everyone else, you've probably been overwhelmed by the vast number of programs on shelves these days. And the fact is that while some games on offer are truly brilliant, others are a step off. You can't decide simply by looking at the covers, can you?

What we've done is to look at the entire range of games available and choose up with some who sit we can whole-heartedly recommend. A considerable number of people have been successful in choosing up these lists, and we shall continue to update up them as new games come on the market.

Also each month we take a game from the shelves and give it special tie-up to feature in our Screen Classics. We give it a page tie-up in which we explain what makes it a good game.

The games listed below are not in any special order. Those at the top of the lists are not necessarily any better than those at the bottom.

## NEWCOMERS START HERE

Nothing's new? All you did was get a computer to feel state better, and people expect you to be a bit better than that. We try to help out.

Computer games are now as diverse as the night sky, and there are now available a few breakthroughs in the way we play them.

The most common are: **3D-GAME** games. These are 1 and 2D games that use 3D graphics for movement of the game in which you see the computer landscape in a 3D way. This is a new way of playing a game, and it's a good one. It's a new way of playing a game, and it's a good one. It's a new way of playing a game, and it's a good one.

Then there are **ADVENTURE** games. The main difference between 2D and 3D is that you have to think about it a lot more. These are 1 and 2D games that use 3D graphics for movement of the game in which you see the computer landscape in a 3D way. This is a new way of playing a game, and it's a good one. It's a new way of playing a game, and it's a good one. It's a new way of playing a game, and it's a good one.

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- **3-D BERT** Colorful 3D world on a 3D plane with many interesting objects and events.
- **PENGU** Slide on blocks and see the other birds in a 3D world.

# GRE

## MICRO CLASSICS

• **SCRAMBLE** First video ship war game that brought action and aerial dogfights into the living room.

• **DEFENDER** First real-time space game to which you stop from inside with all manner of alien.

• **ASTEROIDS** Destroy asteroids and alien satellites in highly maneuverable ship.

• **FROGGER** Slide the frog across busy roads and crocodile-infested rivers.

• **GALAXIAN** First video game of invaders, with the descending alien ship and shooting it off in the sky.

• **BRICK BREAK** Classic ball-and-paddle game that was a breakthrough in video game.

• **PAC-MAN** Eating ghost game and the prototype for action.

• **MISSILE COMMAND** Protect your base from the invaders by fighting a perimeter defense of missiles.

• **SPACE PANIC** Defeat the invaders by landing them on the base and knocking them to the edge of the screen.

• **CENTIPEDE** Beat the centipede which advances up the screen as you go.

## MIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Armadillo	10.00	Acornsoft	1st video on a micro.
Armadillo 2	10.00	Acornsoft	2nd video on a micro.
Armadillo 3	10.00	Acornsoft	3rd video on a micro.
Armadillo 4	10.00	Acornsoft	4th video on a micro.
Armadillo 5	10.00	Acornsoft	5th video on a micro.
Armadillo 6	10.00	Acornsoft	6th video on a micro.
Armadillo 7	10.00	Acornsoft	7th video on a micro.
Armadillo 8	10.00	Acornsoft	8th video on a micro.
Armadillo 9	10.00	Acornsoft	9th video on a micro.
Armadillo 10	10.00	Acornsoft	10th video on a micro.
Armadillo 11	10.00	Acornsoft	11th video on a micro.
Armadillo 12	10.00	Acornsoft	12th video on a micro.
Armadillo 13	10.00	Acornsoft	13th video on a micro.
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Armadillo 15	10.00	Acornsoft	15th video on a micro.
Armadillo 16	10.00	Acornsoft	16th video on a micro.
Armadillo 17	10.00	Acornsoft	17th video on a micro.
Armadillo 18	10.00	Acornsoft	18th video on a micro.
Armadillo 19	10.00	Acornsoft	19th video on a micro.
Armadillo 20	10.00	Acornsoft	20th video on a micro.

## DOC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Armadillo	10.00	Acornsoft	1st video on a micro.
Armadillo 2	10.00	Acornsoft	2nd video on a micro.
Armadillo 3	10.00	Acornsoft	3rd video on a micro.
Armadillo 4	10.00	Acornsoft	4th video on a micro.
Armadillo 5	10.00	Acornsoft	5th video on a micro.
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Armadillo 11	10.00	Acornsoft	11th video on a micro.
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Armadillo 15	10.00	Acornsoft	15th video on a micro.
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Armadillo 19	10.00	Acornsoft	19th video on a micro.
Armadillo 20	10.00	Acornsoft	20th video on a micro.

## LYNX GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Armadillo	10.00	Acornsoft	1st video on a micro.
Armadillo 2	10.00	Acornsoft	2nd video on a micro.
Armadillo 3	10.00	Acornsoft	3rd video on a micro.
Armadillo 4	10.00	Acornsoft	4th video on a micro.
Armadillo 5	10.00	Acornsoft	5th video on a micro.
Armadillo 6	10.00	Acornsoft	6th video on a micro.
Armadillo 7	10.00	Acornsoft	7th video on a micro.
Armadillo 8	10.00	Acornsoft	8th video on a micro.
Armadillo 9	10.00	Acornsoft	9th video on a micro.
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Armadillo 14	10.00	Acornsoft	14th video on a micro.
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Armadillo 16	10.00	Acornsoft	16th video on a micro.
Armadillo 17	10.00	Acornsoft	17th video on a micro.
Armadillo 18	10.00	Acornsoft	18th video on a micro.
Armadillo 19	10.00	Acornsoft	19th video on a micro.
Armadillo 20	10.00	Acornsoft	20th video on a micro.



out this list of PCG-approved titles

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## SPECTRUM GAMES

TITLE	MSRP RSDP	PRICE	SUPPLIER	COMMENT
Art Jock	1.98	5.99	USC Home	Use after all other titles to instantly receive and pay for all the
Arms Johnson	4.99	3.99	USC Home	The follow-up to Art Jock. Superb. If you've had your first taste
Blitz	1.68	5.99	USC Home	Use after all other titles to instantly receive and pay for all the
Blitz II	4.99	4.99	Software Projects	Spectrum class 1, with 30 different scenes to guide you, plus a through
Blitz III	1.68	0.99	Art Jock	The best of the best of Art Jock (Continued)
Blitz IV	4.99	4.99	Long Hit	30 different scenes to guide you, plus a through
Blitz V	4.99	4.99	Software Projects	The most rapid and intense of Art Jock's 4-3 level set on
Blitz VI	4.99	7.99	Software Projects	Another scene of 30 titles. Set with a good number of objects on
Blitz VII	1.68	0.99	Imagery	One of the best of Art Jock's 4-3 level set on
Blitz VIII	4.99	12.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz IX	4.99	14.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz X	4.99	14.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XI	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XIII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XIV	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XV	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XVI	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XVII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XVIII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XIX	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XX	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXI	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXIII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXIV	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXV	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXVI	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXVII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXVIII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXIX	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXX	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXXI	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXXII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXXIII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXXIV	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXXV	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXXVI	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXXVII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXXVIII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XXXIX	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XL	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XLI	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XLII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XLIII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XLIV	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XLV	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XLVI	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XLVII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XLVIII	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
Blitz XLIX	4.99	9.99	Software Projects	A 4-level set with an 11,000 word vocabulary
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## TEST GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Army of the Sea	4.99	Software Projects	Tactical strategy game with 30 levels
3D Defender	4.99	Software Projects	3D tactical strategy game with 30 levels
Blitz Control	7.99	Software Projects	Blitz control strategy game with 30 levels
3D Defender II	4.99	Software Projects	3D tactical strategy game with 30 levels
Blitz Control II	7.99	Software Projects	Blitz control strategy game with 30 levels

## DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Dragon's Lair	4.99	Software Projects	Interactive game of sword and sorcery
Dragon's Lair II	4.99	Software Projects	Interactive game of sword and sorcery
Dragon's Lair III	4.99	Software Projects	Interactive game of sword and sorcery
Dragon's Lair IV	4.99	Software Projects	Interactive game of sword and sorcery
Dragon's Lair V	4.99	Software Projects	Interactive game of sword and sorcery
Dragon's Lair VI	4.99	Software Projects	Interactive game of sword and sorcery
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Dragon's Lair XXVI	4.99	Software Projects	Interactive game of sword and sorcery
Dragon's Lair XXVII	4.99	Software Projects	Interactive game of sword and sorcery
Dragon's Lair XXVIII	4.99	Software Projects	Interactive game of sword and sorcery
Dragon's Lair XXIX	4.99	Software Projects	Interactive game of sword and sorcery
Dragon's Lair XXX	4.99	Software Projects	Interactive game of sword and sorcery







# CLASSIC ★ SCREEN CLASSIC

**C**uthbert's had a pretty tough old life. First he had to go Walkabout, killing lots of squares on the screen. Then he went out digging, pursued by the Maroonian monsters. If he scarcely had time to get his breath back before he was off again, this time to a swampy jungle infested with ferocious wildlife.

Cuthbert on the jungle sees out here engaged in a search for treasure which not only he found after successfully negotiating a series of twisting hazards. Cuthbert, dressed top to toe in his maroon jungle-wiggling suit, begins his penultimate quest against the crooked back ground of blue trees and green screen. Near all this is a Dragon jungle. The green the his father did, including numerous boulders are rolling towards Cuthbert.

No problem — Cuthbert's a mean jumper. Anyway, these rocks won't fall but any knock points off the

**It's a jumping time on Cuthbert's crazy safari!**

## CUTHBERT IN THE JUNGLE



1400 he started with. There are also holes in the ground which Cuthbert tends to fall through if he mistakes his leap. Again, you don't lose any of your three lives; you just waste time climbing back up the ladder. But if he stays in the depths he will encounter the large scorpion, which lives there.

The first major obstacle Cuthbert comes up against is the pond, a wide expanse of shimmering blue water. The only way across is to catch the vine swinging above and get carried over. Tarzan style, if you miss it or fall off then you drop through to the stinking, subterranean scorpions.

The vine is pretty tricky, but not nearly so difficult as the next pond, where three snapping alligators are waiting to make a meal of Cuthbert.

They red heads pop out of the water and white teeth gleam at their snapping jaws. Cuthbert can



only cross when the gators poke and when this requires a few seconds of timing, often Cuthbert ends up in the gutter at the last riposte.

Next the obligator and it's on to the strange appearing/disappearing points, one minute it's there, the next it's gone. And so it is Cuthbert. Lurking only on the far side of the water is a writhing, vomit-spitting snake. There's no known antidote.

A big blue flame is the final obstacle before Cuthbert can start collecting treasure and accumulating points before the 20-minute time limit expires.

From now on the same jungle theme prevails, but in strange permutations. What makes Cuthbert in the Jungle such fun is the variety of hazards (the plants, the food, the wild and the skill needed to get through them). The frustration you will make recover all the more pleasantly. When you add to this the occasional anachronism of Cuthbert himself and his good sound effects, you realize that you're one of the most enjoyable Dragon adventures.

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## ZX spectrum astronomy

Illustration by Alan S. G. ...

Illustration by Alan S. G.



## ZX Spectrum Astronomy by Maurice Gavin (Sunshine Books) £6.95

As it is the case I suspect, with many people I have long been fascinated by astronomy — but I've been too lazy to do more than simply marvel at the Voyager pictures of Saturn and occasionally turn on the TV to watch *The Sky At Night*.

I would never claim to be an expert on the subject, but there has always been something about it that has amused my vanity. With Maurice Gavin's excellent book — subtitled *Discover the heavens on your computer* — my knowledge has increased considerably.

The author clearly maintains that astronomy and your Spectrum are just made for each other. The graphics potential of the Spectrum means that the subject can be brought to life.

The book is not specifically directed at astronomy enthusiasts of Spectrum owners who

wish to expand their computing interests into other fields. It may offer one answer to that perennial question directed at home computer owners: just if it's very nice but what does it really do?

The book allows accurate representations of the far tarts of the night sky on any given date and at any given location to be made. It helps the budding astronomer to work out planetary orbits, predict the paths of comets, see the Spectrums's own defined graphics to display the phase of the moon for any given date — and much much more.

For example, do you know that astronomers use their own calendar of Julian Days, which starts at noon GMT on 1 January 4713 BC? The current Julian Day is a seven-figure number in excess of 2,400,000.

It should be stressed that non-astronomers should find much interest in this, as some of the routines can easily be adapted for other uses. The listings are dumped direct to an Epson printer via an RS232 interface so these should be no problem with slow or cheap programs.

*ZX Spectrum Astronomy* is a well produced, easy to read, and interesting Sunshine Press and Maurice Gavin should be congratulated for producing a book that goes far beyond the usual computer literature and which could well serve as an introduction to an absorbing hobby. **EH**

## VIC-20 MIND STRETCHERS



## Vic 20 Mind Stretchers by L. Cronley (Dipex Technical Press) £3.95

## Dynamic Games For Your Vic 20 by Matthew Beck £3.95

A brace of books for the Vic 20 that monthly both appear from the outside to be very similar, with just under 114 pages containing just over 30 programs in each, and both costing £3.95. The programs in both books are a good selection of the old favourites like *Linear Layout* and *Music* also together with a selection of new ideas and a few utility programs.

But even a quick flick through the pages of both of these books reveals some startling differences between them. *Dynamic Games* by Matthew Beck contains very little original listings that have been produced on Commodore's new four colour printer, whereas *Mind Stretchers* uses the more usual dot matrix. Imagine what a treat I thought as I eagerly turned on my Vic

made a quick copy of color and prepared for a late night at the keyboard. Easy to read language list.

However, my problems started with the first program from *Dynamic Games* that I tried *GA Day At The Races*. The listing contained some admirable characters and characters with lots under them, and I was unable to type it. A thorough reading of the book revealed a lot of some of these characters in the Appendix but by no means all of them, and for this reason alone I cannot recommend this book to anyone other than a masochist who enjoys typing and debugging rather than playing the game.

So, on to Mr Cronley's *Vic 20 Mind Stretchers*. While the listings don't look as good as on the first book they are at least perfectly readable and contain familiar characters. Also, each program has a line-by-line description and a list of the variables used, which is very handy if you want to find out how a program works.

Typing on a few programs in *Stretchers* reveals another fault of this book which is now beginning to grow on me. Several of the programs contain machine code numbers to make the game much faster and more fun to play. It's difficult to tell whether the games are better than the first book but they are certainly well worth the 20 pages per game that makes up the listing page. **DF**

## WINNING GAMES on the COMMODORE 64



## Winning Games on the Commodore 64 by T.P. Barrett and S.W. Caldwell (Mills Harwood Ltd) £3.95

This is a substantial addition to any Commodore 64 user's program listings.

The format follows the traditional approach for listing books. No one these days mixes typewriting for given listings at one printer's error slip by. The only portions of the work not churned out is the greatly spotted print associated with dot-matrix printers; see non-program material, such as the light-hearted introductions to each of the listings.

What separates this book from the usual run of the mill listings works is that it has nine excellent chapters acting out the software needed by any beginner be-

fore they can start to write their programs on the 64. The book is very much a teaching guide to programming with the very substantial games listings providing the incentive to master the basic skills. As a whole there is a great deal of educational material here, but that does not mean that it needs the presence of a teacher to be used. It is really in the line of self-teaching texts and there should be no difficulty getting down to it on your own at home.

The 64 is not the easiest machine on the world to use, because both the screen and graphics facilities — though powerful — are only to be used

to the full by reflow *POKING* and *PEEKING*. Using *Print* and *Print* when you don't know what you are doing is a bit like *Mastering* about as a *delivered* one trying to catch a black cat. This book manages to clarify the concepts in under two pages.

Better it goes into great detail in the first nine chapters on breaking down long, long games listings to tell you exactly what is going on at each stage of the program. If you finish the book without learning how to construct your own sprites and write your own animated games, you'll know that program might not your forte. **EH**

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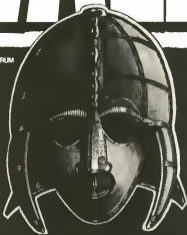
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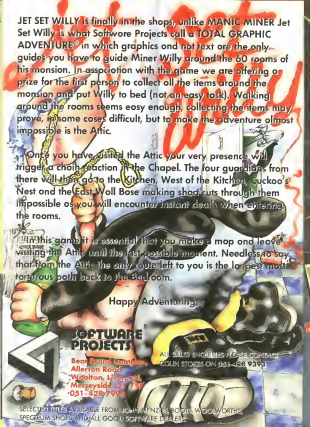
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